THE WORLD'S BEST CONSOLE AND 16-BIT COMPUTER MAGAZINE

RAZE No 10

RAZE

AUGUST 1991

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WIN MILLENIUM'S CD PLAYER PRIZE ON PAGE 82

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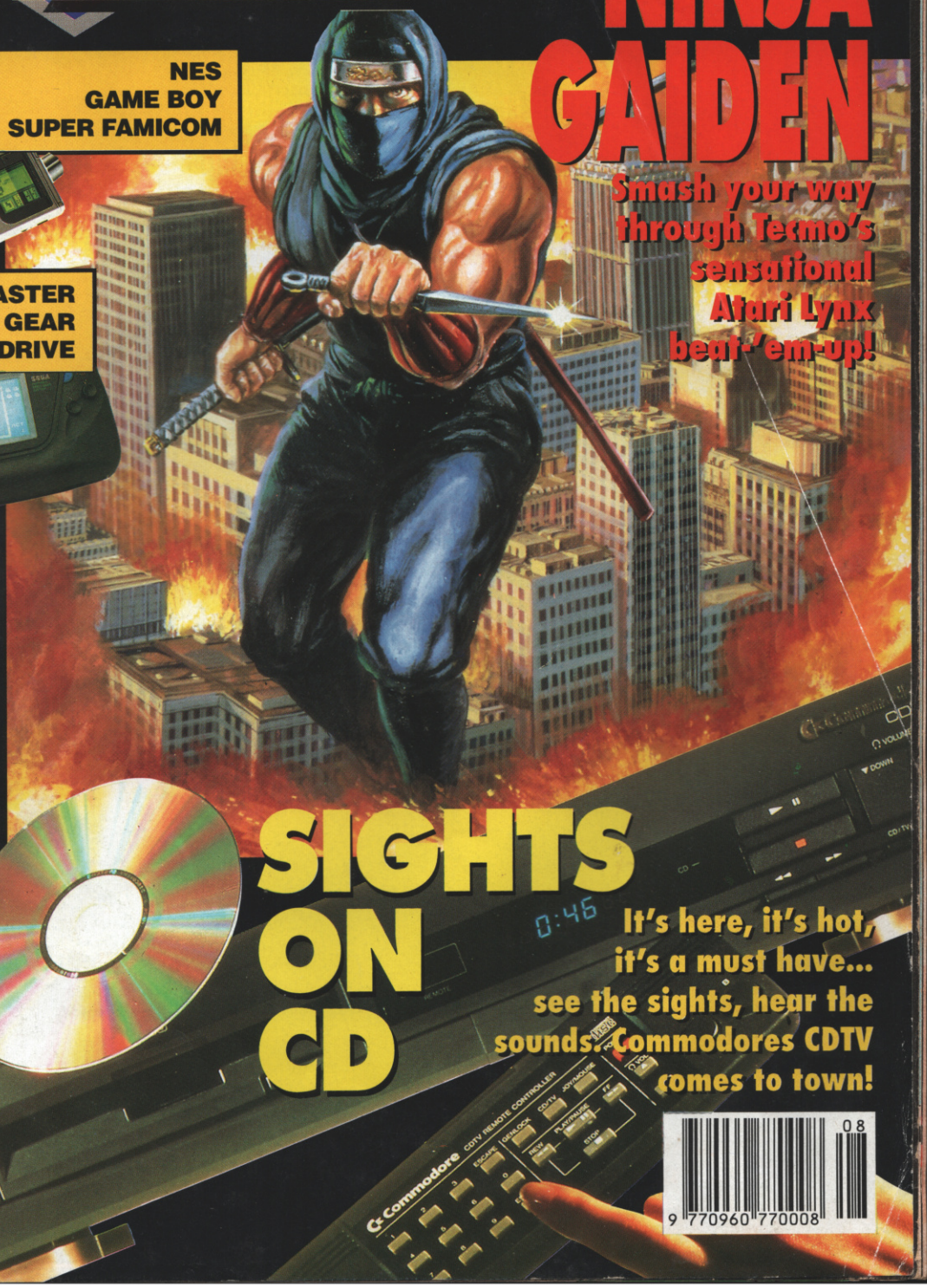

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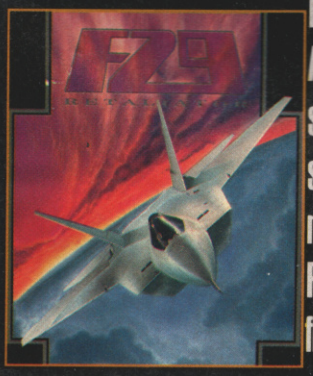
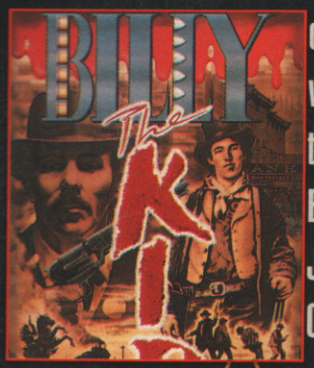
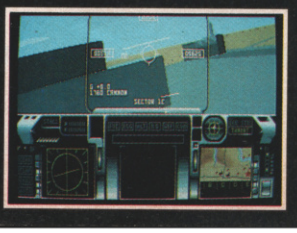


GUN LAW

"BILLY THE KID" is a one or two player action/strategy game set in the Wild West, which allows the player to assume the identity of either a gun totting desperado with a heart of gold , Billy himself or his ex-best friend, sharp shooting, law abiding pillar of the community, Sheriff Pat Garrett. They are in love with the same woman and ultimately, in a nail biting climatic finale, are going to end up pointing guns at each other. Only one character can walk away from this showdown BUT THAT'S JUST THE WAY OF THE WEST





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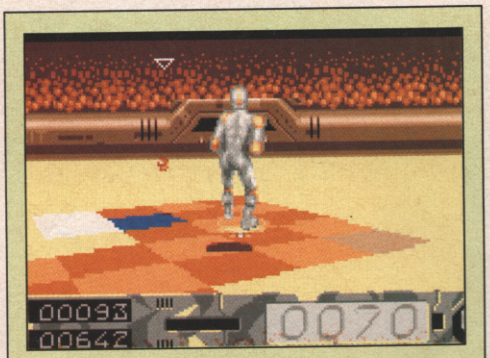

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At last Commodore's revolutionary CDTV has officially been launched in the UK. Paul Rigby shared a bun with Barney, tried on Thomas' snowsuit, went on a North Polar expedition, caught up with Peter Rabbit, kept cool when confronted by the cautious condor and ended up having a megablast.

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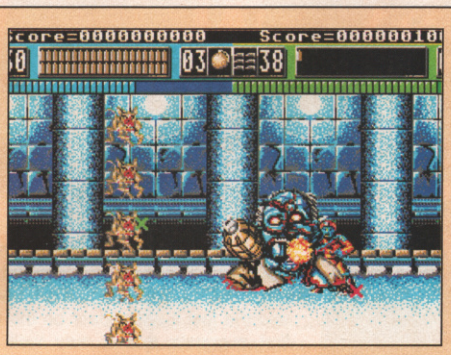

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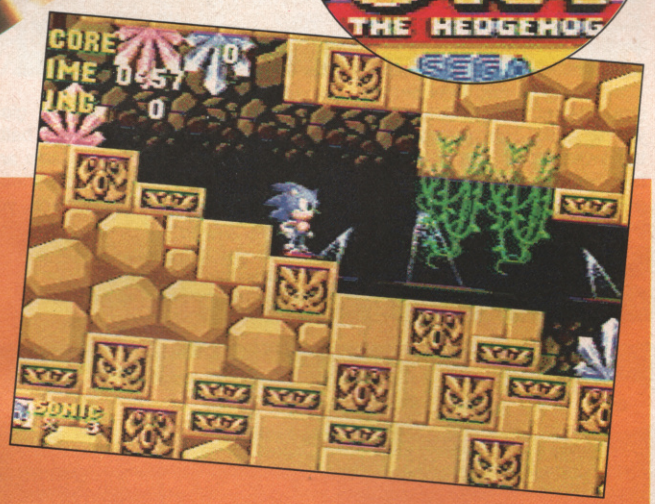

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The most eagarly awaited Mega Drive game yet has safely crossed the road. Make way for Sonic the Hedgehog!

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millennium THE NEXT

Millennium have been around for quite a while really, even though the name has only been evident for a year or so. It wasn't until the spring of 1990 that Logotron's entertainment arm split from its parent to become Millennium under the guiding hand of Michael Hayward. That summer the new company produced some very hot products, including *Thunderstrike* and *Resolution 101*, which apparently "walked out of the shops on their own". In the following months they followed up with *Cloud Kingdoms*, *Manix*, and the only character to emerge from 1990 with a following, *James Pond*. This year saw the release of *Horror Zombies*, *Warlock the Avenger* and *Moonshine Racers*, each of which were fairly well received but none of which did particularly good business – this recession's a killer. Their latest offering *Stormball* is reviewed elsewhere in this issue, and continues their high quality output.

Julian Boardman burns a hole in his trousers in anticipation of Millennium's next releases

Chinto's Revenge

Their next release will not be until the end of July but it should be worth the wait. Called *Chinto's Revenge* (pronounced Shin-toes?!), it follows the quest of a young Japanese man to avenge the brutal murder of his mother and family by the local evil dude. The impressive opening sequence, featuring animated scenes in the style of a Japanese cartoon, details just how big this guy was and how Chinto was the only member of his family to survive the cowardly attack.

The gameplay is viewed top-down but features a very weird perspective that hasn't been seen in a computer game since about eight years ago. It's easier to look at than describe but if you imagine a wall viewed from above will appear very thick at the base and the top will appear very thin. This means that you that you can see both sides of the wall at once. The main character is the inverse of this, big head, small feet, which may sound bizarre but actually means that he fits like a wedge into the map.

Each level, of which Millennium are not sure how many there will be, will take up a space of around 64 screens. It may not sound a lot but the speed of gameplay means that it will take several minutes to get from edge to edge.

Strike 2

After the success of *Thunderstrike* last year, a sequel was inevitable, the fact it has taken this long coming and the fact it will appear on the PC first suggests that it may well be something special. *Strike 2* will be an attack and defend game in the same style as the original, but will also offer the chance to take part in battles in various space systems, and as one of four races: human, reptile, robot and cybernoid. The action begins when you walk through two giant steel doors into the planet's battle area. You then go to your ship and prepare yourself for the battle ahead. Going through several screens, you select the type of ship you want, which weapons, whether to repair it, etc. Then it is out into the 3-D world for a fast-moving brain-stretching battle of wits as you try to capture as many of your opponent's bases without losing too many of your own.

Tentacles

On the heels of *Chinto* is *Tentacles*, a horizontal shoot-'em-up with a difference. Your ship is attached to the scenery by four tentacles. These suspend your craft in the centre of the screen till you decide to move. If you hold down the fire button, you will stay where you are, but let go of it and the tentacles' elasticity will take over and pull you back to the middle. This spring effect gives a whole new dimension to the already difficult gameplay, which features nearly 100 different alien sprites, and makes it a cut above your average shoot-'em-up. You can expect to see *Tentacles* in mid-summer (if we ever get one!) for the Amiga, Atari ST and PC.

Robin Hood and his men riding through the glen...

RoboCod

Their final release for the year features Millennium's surprise success of last Christmas, James Pond, appearing in *RoboCod*.

A certain important institution at the North Pole is in grave danger. James volunteers for cybernetic surgery which puts him in the fish's equivalent of an iron lung, enabling him to breathe above water. Strangely it also gives him the ability to stretch the height of the screen, grab onto something and pull himself up. Of course blowing bubbles won't be much use above water, so he has with him a mallet which he swings with great gusto in front of him, bashing anything unfortunate enough to get in the way.

When he gets to this certain factory at the North Pole, James finds that each of its ten areas have been perverted so as to destroy everything they create. It is up to you to put right the waywardness of these objects, and make sure that the children of the world have something to look forward to. Each of the ten levels features a different type of object and is kitted out in that particular style; there is one that features classic computer games, and each of the ten levels has the potential to be very huge.

The gameplay emphasis will be more on exploration and won't get too difficult too quickly, which was a complaint levelled at the original *James Pond*. You may have guessed that I can't say too much about the scenario at this stage, but the more intelligent out there will know what is going on. *RoboCod* will be released later this year, probably to coincide with one of the characters' birthday, and is being programmed at this very moment by Chris Sorrell at Vectordean for Amiga, ST, PC and Mega Drive.

You begin on the outer ring of the solar system and work your way around that until you feel ready to move in to the next ring. This process continues until you get to the central planet where the champion of that particular system lies in wait. His style will be different to that of the robot-controlled outer planets, more quirky and less predictable, making it that bit harder for you to defeat him. This is Millennium's strongest game graphically – except for *RoboCod* – with very fast 3-D and superb intermediate screens. Add to that the promise of intensive and addictive gameplay, and it looks like the lad's done good. A PC version will appear initially, swiftly followed by Amiga and ST versions.

Strike 2 is the sequel to Millennium's hugely successful *Thunderstrike*. The game features graphics that will absolutely blow your mind – just check out these futuristic screens for quality.

Robin Hood

Also in mid-summer, PC owners will, for the first time in Millennium history, get a sniff of a product before any of the other versions are released. Entitled simply *Robin Hood*, the game puts you in control of the outlaw of Nottingham as he tries to oust the evil sheriff from his position and return Sherwood to its previously happy state. The action is viewed in an isometric manner while movement about the map is generated in a similar way to *Populous*.

You have to control Robin as he tries to band together some merry men, or some not so happy ones if that's all you can find. There is a wizard up in one corner of the play area who may help you if things start to fall apart, but most of your time will be spent running from the guards after you've robbed from the rich. Giving to the poor is not essential but it helps make friends. The only problem is that if you leave the game running but don't tell Robin to do anything then he'll start trying, unsuccessfully, to win the game on his own. Initially this may just mean laying low and going fishing for a while, but later on in the game he will start knocking off guards and the like, generally getting into trouble. The problem is this trouble may well end up in Robin being hanged by the neck until he dies.

Entirely mouse-driven, *Robin Hood* becomes very simple to play, and its occasional sense of humour, incorporated in the high quality graphics, make it a roleplaying game that should stand out from other similar products. And it ties in quite nicely with the Robin Hood films that will be appearing at about the same time too. For the Amiga, ST and PC.

PREVIEW POSTSCRIPTS

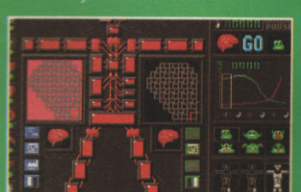
★ Domark, who recently hit the flight sim trail with *MiG-29*, seem to have fallen in love with the genre. In September they release *MiG-29 Super Fulcrum*. This version features a redesigned cockpit and a completely different scenario. You are based in a South American country as part of a multi-national task force taking on the drug barons. The price is yet to be announced and the game will be released on Amiga, Atari ST and IBM PC.

★ Still on the subject of Domark's flight sims, the same team who brought you *MiG-29* are working on *Harrier Assault*. The game is supposed to move away from traditional flight sims as you command a Rapid Response Force, with you controlling troop movements and providing air support for them. It is planned to be released late *next* year on Amiga, Atari ST and PC.

★ Titus have a couple of interesting licences lined up. *Arachnophobia* is based on the hit spider movie. In the game you play the role of a fumigation strategist (the John Goodman character in the film) who has to hunt down the deadly breed of spider through hundreds of buildings. Prices to be announced for Amiga, Atari ST and PC versions.

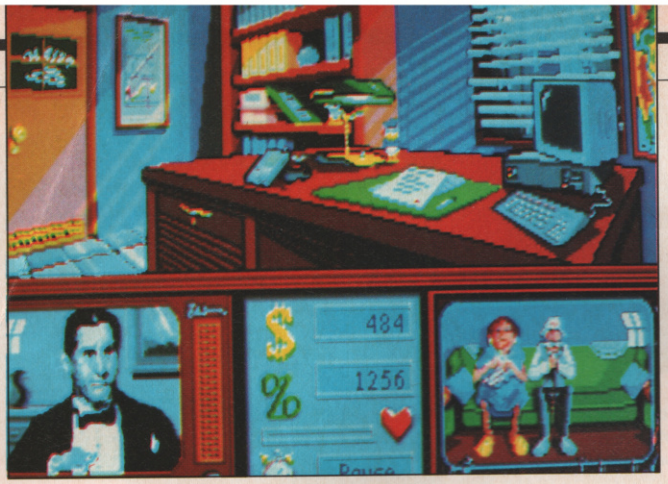
★ A curious licence is Titus's *The Blues Brothers*, based on the cult movie. The game features five levels of action as Jake and Elwood race to get to the concert. It also promises to have the original Blues Brothers soundtrack (even on the ST!). Across the big three soon(ish).

Bug-busting goes a stage further with *Germ Crazy* from Electronic Zoo.



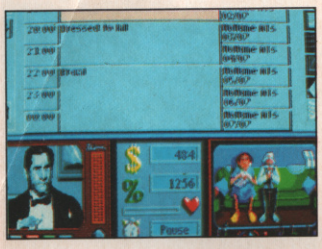
★ Electronic Zoo, those of *The Ball Game* and *Cougar Force* fame, also have *Germ Crazy*. Your brother has been infected with a virus and it is up to you to heal him before it takes over his body and kills him. The game is absolutely huge with 24 battle areas and 70 viruses to fight. The price will be £25.99 on Amiga, ST and PC.

... knocking back the tinnies, very merry men.



IT'S MAD!

It's a mad, mad, mad, mad world, and Les Ellis has found out why



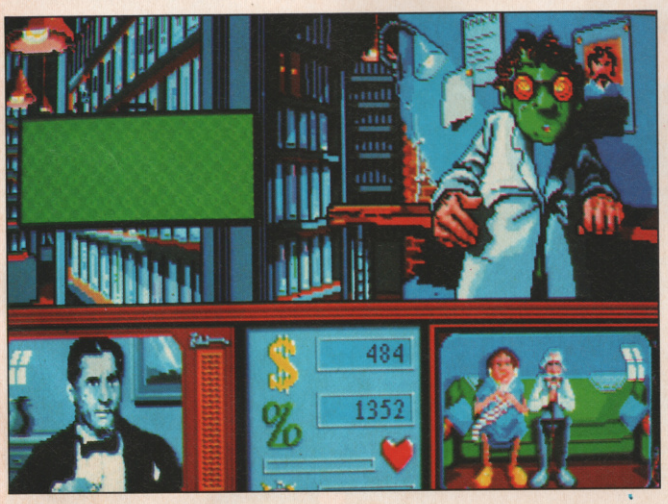
With a film line up like this, it's no surprise that the ratings are so low. Get *The Exorcist* on the early slot, *Exorcist 2* on mid-evening and *Exorcist 3* to round off the evening's entertainment. (Perhaps you could start the the next day with *Repossessed*?)

Leisure Suit Larry may now have a rival in the Romeo stakes. Rainbow Arts are about to release a game based around the exploits of a school-leaver who has to fight off three other admirers of his girlfriend. The game's called *Mad TV*, and mad it certainly is. You play Archie, a youngster who has been mistaken for Manfred L Feinbein, the new Programme Director at *Mad TV*, the worst TV station ever (with viewing figures even lower than BBC2). Normally, Archie wouldn't play up to his mistaken identity but the love of his life has driven him to it. You see, Betty Botterblom also happens to work there, but has a reputation for being a bit of a tart. She's already got three feisty young suits after her, and her flirting is driving Archie up the wall. By expressing his devotion to her, and hopefully winning her heart, he hopes to set Betty straight and then marry her. But there are other things pressing on Archie's mind.

Archie has been given the job of turning Mad TV from a low-life station, showing boring black and white movies all day, to a highly-tuned television outfit with ratings soaring through the roof. Obviously, the first thing to change is the programme output, which requires much planning and preparation. Programmes have to be commissioned, studios must be rented, contracts finalised, etc. While planning for the future, Archie must also brighten up the present output with the programmes currently available. (For ruthless players, there is also the possibility of sabotaging the competition's studios.)

Don't get me wrong, this isn't one of those boring strategy domination games, you don't have to play God or save the world. The aims are very simple: provide good TV programmes and win over the office bike. The game is splattered with humour, most of it black, and there are loads of unexpected events to keep you on your toes.

Mad TV will be available at the end of August on Amiga, Atari ST and IBM PC at £24.99. You'd be "mad" to miss it (ho, ho).



PREVIEW POSTSCRIPTS

More fighting fun as Double Dragon returns for a third time.

★ **Storm have wide selection of releases for the run up to Christmas. *Rodlands* and *Double Dragon 3* will be out late August, *Final Blow* in September and *Big Run* for the Christmas chart onslaught. All are planned for both Amiga and Atari ST.**

More cute arcade adventuring from the Japanese-inspired game *Rodlands*.

★ **SSI are at it again with another roleplaying adventure based on the Forgotten Realms scenario. *Gateway to the Savage Frontier* has you searching for four lost statuettes and battling against an invasion of evil from across the Desert of Anaurach. The 1Mb Amiga and IBM PC versions will be out in August.**

★ **Domark have picked up the licence for Taito's *Euro Football Champ*. The one- or two-player action promises to be fast and furious as you battle to become the top team in Europe. This latest footballing frenzy is planned for the middle of next year to tie in with the European Championships.**

★ **Those wacky Italians at Idea, of *Bomber Bob* and *Lupo Alberto* fame, have a news of a couple more releases for 1991. *Dragon Fighter,* in September on Amiga, will be a 100-level arcade fantasy game promising amazing graphics and sound. Also in September they'll be a puzzle game called *Clik Clak*. Available on Amiga and PC, although no prices as yet.**

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BIG IN

"Sake wa nomimasen!" cried Shintaro after discovering the heartache he caused thousands of Super Famicom owners due to his incorrect *Final Fight* tip last month. "One thousand shazais" continued a distraught Shintaro on seeing the large angry mob assembled outside his house... To cut a long story short, he's back on the sake and isn't sorry at all. At least he's had the courtesy to report back on all the console goings-on in Japan.

Ohayo! Well, I thought I'd better start on a cheery note after the Famicom *Final Fight* fiasco. Unfortunately, I think I've been had by a Japanese games player. The trickster! So convincing he was too...

To compensate Super Famicom owners I've decided to do an extra long section devoted to Nintendo's fine machine. First, there's *Final Fantasy IV* to look forward to. This is a sequel to (go on, take a guess) the *Final Fantasy* series that appeared on the 8-bit Nintendo system. As with all popular Japanese games it's an RPG. Although there is Japanese used in *Final Fantasy*, it doesn't look as though there is too much for non Japanese speakers to learn. After all, you only have to get to grips with the basic commands such as kill, mutilate, incinerate and carve up.

Don't get too excited though, *Final Fantasy* isn't due until six months or so. Nor is the Super Famicom version of the game that features the character second most popular with Nintendo fans: Link, in the *New Legend of Zelda*. The original *Zelda* (this is the third) was the first game to appear as a disk-only game on Nintendo's 8-bit Famicom disk drive. Although *Zelda* started life as an RPG, it became an arcade adventure with RPG elements in the sequel and now looks like a fully fledged arcade adventure in its latest incarnation. The graphics are predictably cute but impressive nonetheless.

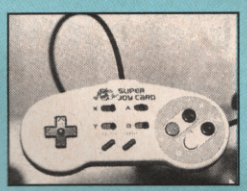
Some exciting things are skulking their way onto the Super Famicom as you read this. *Ghouls 'n' Ghosts 2* or *Ghosts 'n' Goblins 3*, depending on which way you look at it, is due now. It's an all new adventure for Arthur, and one which won't even appear in the arcades (bad luck Suzy, here's one knight in shining armour and thrust worthy weapons you won't get to ride on). In addition to *Ghosts 'n' Goblins*, there's *Hyper Zone*, *F-Zero in Space*, and *Jelly Boy* to look out for.

The game attracting attention currently is Konami's *Ganbare Goemon 3*. Again, a sequel to an earlier 8-bit Famicom game. *Ganbare* is a simultaneous two-player affair with one person taking the reins of Samurai Goemon and the other as his dopey sidekick ninja, Ebisumaru. Everything is very cartoon-like, humourous and combines clever puzzle solving with hack and slay action.

Something distinctively more British is *Pro Soccer*. Or as you used to call it, *Kick Off*. It's exactly the same game as Anco's highly playable original, but simply sports a different name. With *Kick Off* in some form or other rumoured to be appearing soon for many consoles, it

PICK A STICK

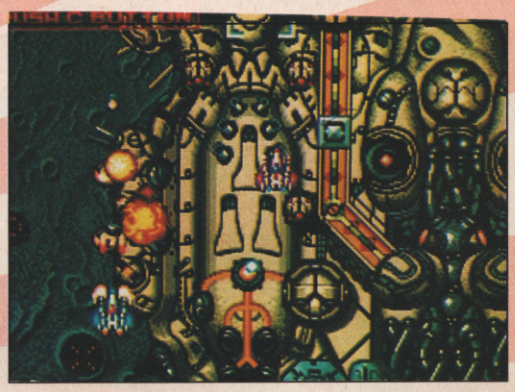
Good news for Super Famicom owners in a stick mix... this month sees the arrival of not one, not two, but three new autofire controllers. The first is from Hudson (around £11.50) and is the most boring, offering two-speed autofire for the four primary fire buttons. The second, from Ascii (also £11.50), features autofire on all buttons. By far the best is the new, and as far as I know, the first proper joystick for the Super Famicom. This comes from Hal Laboratories and although expensive (£34), offers everything. Variable autofire speeds, slow motion, automatic coffee making... and all in a natty black colour.



OH BOY!

There's an absolute wealth of Gameboy titles available – never in such a short period have so many games been made available for one console. And there are still more to come.

Some of the attention-grabbers over the next few months include *Paperboy 2*, *The Legend of Dracula 2*, *Teenage Mutant Ninja Turtles 2*, *Elevator Action*, *Hatris* and *The Seikan Legend* (*Final Fantasy*, if you prefer).



It's not often you'll see mention of SNK's incredible home arcade machine, but I'm in a generous mood this month. *ASO II* is the latest twin-player shoot-'em-up to come from Japan. Graphically spectacular, sonically amazing, pleasingly addictive... and far too expensive for any normal person to afford.

JAPAN

with hand on bottom that there are scantily-clad women in the game. Ahem, moving straight on...

A game without scantily-clad aliens is *PC Boy 2*. The original was a favourite of mine despite it's cuteness. The second doesn't seem to have improved on the winning formula, but then why bother? Actually, you can choose different characters this time: PC Girl or PC Butthead by the

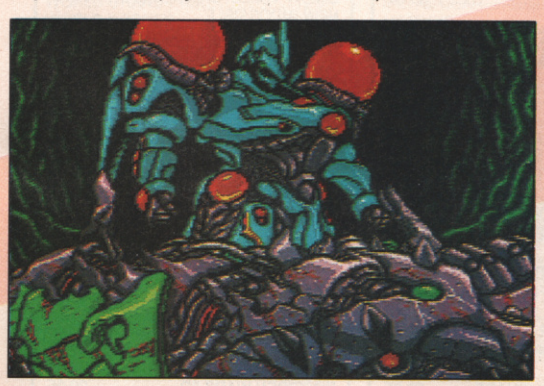
One of the most eagerly awaited Super Famicom games, *Ghosts 'n' Goblins 3* or *Chohmakaimura* , is about to be unleashed. And here's a sneak peek.

will be interesting to see just how well they play when using controllers rather than joysticks. The world waits...

To round off the Super Famicom news, Naxat's *Super Pinball*. Those of you that have played *Alien Crush* – or its superb sequel *Devil Crash* – on the PC Engine will know what to expect from Super Pinball. Basically, weird aliens, druids, pentagons, demonic goats. Great stuff!

looks of it (his head is shaped like a peach). PC Butthead can breathe fire while PC Girl literally blows away her enemies (she throws kisses at them).

CD-ROM shoot-'em-ups are rare – presumably because it's almost impossible to fill 540Mbytes of CD-ROM space with horizontally, vertically or otherwise-scrolling mayhem. *Spri-Gun* takes up the challenge. With 29 different power-ups there's certainly enough mayhem – but what about content? Sickly aliens that explode in a myriad of bright colours, over the top sound effects, a thundering tune, and the obligatory between-level pictures you get on all CD-ROM



Amazing, isn't it? This is just one of the many superb static shots from the PC Engine CD-ROM game *Spri-Gun*. There are 29 pick-ups to collect, including fire ball, salamand, water shield, water protector, twin shot five way, wind cutter and wind blade.

GETTING THERE

Following on from last month's news regarding *Cobra II*, I can now say

Coming soon on the Mega Drive is a *Final Fight* clone called Street Smart. The graphics look absolutely stunning and some of your opponents are huge. Let's hope playability matches appearance.

games. Shoot-'em-ups aren't the only game genres to suffer the subtle bung-it-on-a-CD-and-hope-it-sells marketing ploy. The *Varis* series has done it perfectly in parts 2 and 3 (there never was a 1). After a tactful rest period, *Varis 4* is now among the living. It offers the same poor quality graphics, sound and playability that made the first two so popular.

On cartridge there's *Magical Chase*, a decent-looking shoot-'em-up with pumpkin heads and pink hat-wearing witches, *F-1 Circus* and *Mesopotamia*. There's little point dwelling on *F-1 Circus*; if you haven't worked out what it is yet, you deserve to be kept in the dark. *Mesopotamia* is the stuff of Greek literature; it's full of golden bulls, mosaics, beautiful pillars and what looks like an arrow-firing slinky as the hero.

Due to certain factors beyond my control, there is no Mega Drive coverage this issue. Apologies to all Sega fans. Still, Sega City should keep you going for the month. Normal service will be resumed next month, honest. Abayo.

TERADRIVE DOWN TO EARTH

Small quantities of the Teradrive – a desk-top-like computer containing both an IBM PC and a Sega Mega Drive – are now available in Japan. Prices start at a very reasonable ¥148,000 (around £570) and go up to ¥248,000 (roughly £950) for the top of the range model. The various versions in the range differ only in memory and hard drive storage capacity. If ever the Teradrive appears in the UK, and by all accounts its a real possibility, the prices could be almost double.

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SEGA CITY

Who the hell does Sonic the Hedgehog think he is?

The hype surrounding *Sonic the Hedgehog* is quite remarkable. No-one seems to care that he looks more like Felix the Cat than a small, prickly thing you run over with your car. But when you consider that this is Sega's answer to the decades of *Mario* success, you start to realise how much Sega are staking on this little fella. If the whole world hasn't heard of Sonic by the end of the year, then it won't be from lack of trying on Sega's part.

The arcade adventure revolves around a blue-rinsed hedgehog, inexplicably called Sonic, who wears a dapper pair of red slippers. As the hog walks, runs and jumps along the eight-way scrolling play area, he has but one aim on his mind: to pick up as many rings as possible. At the end of each of the massive levels, the rings are then exchanged for points. And points a happy hedgehog do make.

The rings are scattered around the levels at points seemingly just out of reach to Sonic. It is here that the game's main element of playability comes into its own. Sonic is subject to inertia and gravity like the rest of us. Using long run-ups, slopes and ramps, it is possible for you to build up speed and jump to unbelievable heights in the search of the elusive rings.

The only weapon Sonic has at his disposal are the spikes of his haircut. But these can only be used efficiently while Sonic is spinning through the air. If any of the rodents or other wildlife manage to touch Sonic, they will send all his rings to the four winds. However, the rings will all remain about the screen for around five seconds, giving you a chance to retrieve a few, but never all, of them.

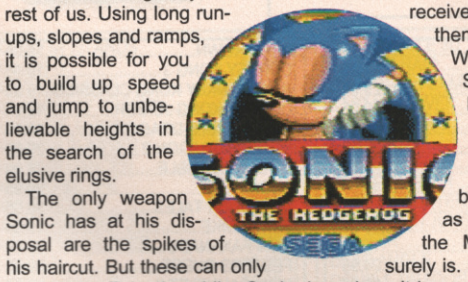
Bumping into the creatures won't ever kill you though – losing all your rings is bad enough. The only way you will actually die is by either falling off the screen – e.g., down a ravine – or by bouncing more than once on deadly metal spikes.

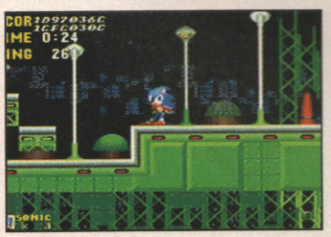
Throughout the levels you will come across different items which can help you overcome certain obstacles and generally make life much easier. For instance, large stone balls can be pushed on switches to hold them down; powered springs will help you leap to colossal heights; and television sets contain various points and power boosts.

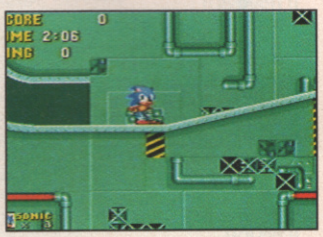
Every level is made up of three stages, each of which has a strange being which must be overcome at the end. Like that other great Sega arcade adventure, *Mickey Mouse*, each level has its own graphical theme. The demo cart that I received started in Green Hill, then progressed to Marble World and finished up in Star City. But I would hope that the finished 8Mb cart will have a few more levels in it.

This game is probably going to be heralded as the best game yet on the Mega Drive, which it surely is. If *Sonic the Hedgehog* doesn't become the first Sega game to get to the top of the charts (*Mickey Mouse* managed to get to number two!), then I'll eat my Power Stick.

But the big question is, will it sell more than *Super Mario Bros 3*, also released in September?

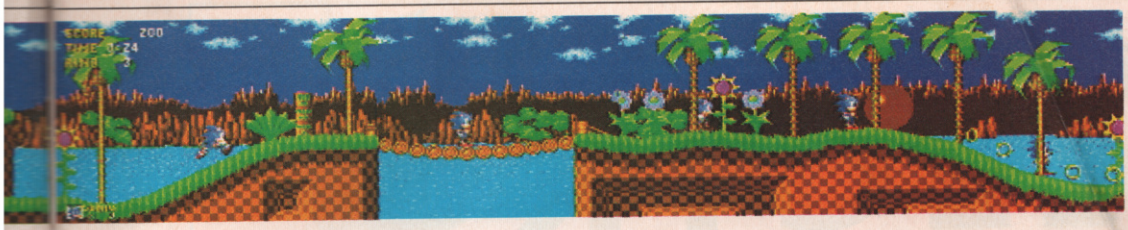






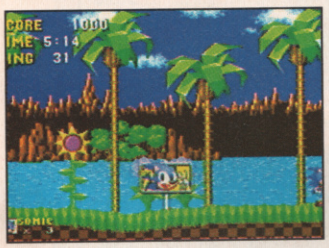
The many faces of Sega's soon-to-be-released Sonic the Hedgehog. The game's destined to be an instant blockbuster with its vast range of levels, humour, astounding audio visuals and compeling gameplay. Move over Mario, move over Alex Kidd... there's a new guy in town.

● Regular Newsround watchers will know all about the exploits of a certain Daniel Curley in the European final of the Sega Challenge. Having won the British event, he was duly whisked off to Nice, France, for a Grand Prix weekend to watch the race in Monte Carlo. All he had to do was prove how brilliant he was at



Sega games in front of a few judges to win the most important prize of his life: the flight home. Now Daniel gets a chance to compete in the world finals, collecting together the best Sega gamers from USA, Europe and Japan. Congratulations go to Daniel for getting this far, but the real challenge is yet to come...

● Some exclusive news from the land of Millennium this month. *RoboCod* (see preview on page 6) has been signed up for the Mega Drive and is to be developed in conjunction with the 16-bit versions at Vectordean. The conversion of *James Pond* was done in record time after a last-minute signing, and as such Millennium had little time to tweak the game for the Sega's extra capabilities. The Mega Drive version is also too easy for Sega gamers (we're a tough bunch!), so Chris Sorrell promises *RoboCod* will present much more of a challenge.



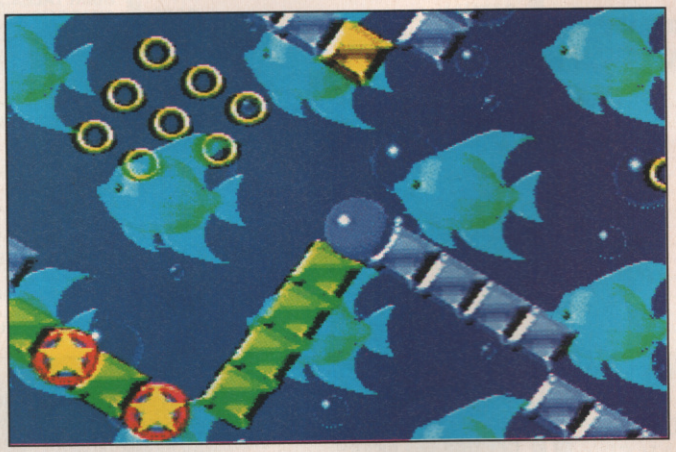
● *John Madden American Football* fans include England's representatives in the American Football World League, the London Monarchs. The Monarchs regularly attract a 50,000 crowd at Wembley, and are great fans of the Mega Drive game.

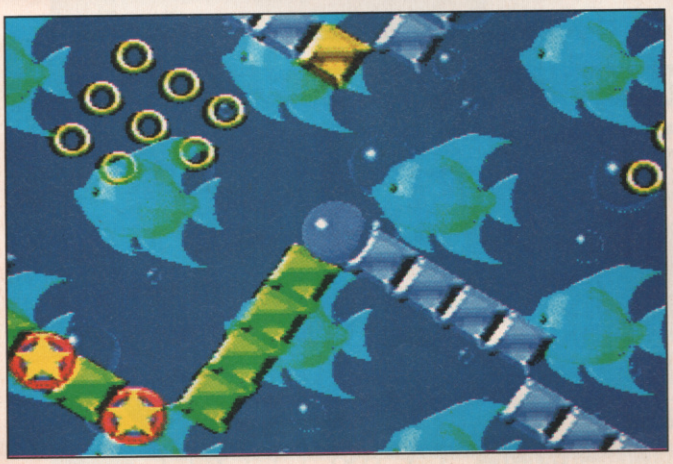
● Staying with the Game Gear, if the white version (Big In Japan, issue nine) is a success then it is very possible that Sega will release at least three other colours.

● Look out for *Zero Wing* when it arrives shortly on import for the Mega Drive. If the early shots are anything to go by then there should be some pretty mean power-ups and huge bosses. Look out for a full review in a forthcoming RAZE.

● By the time you read this, the Game Gear, exclusively featured in issue seven, will have been released at the princely sum of £99.99. No game will be bundled with it, although *Columns, G-Loc, Super Wonder Boy, Super Monaco GP, Dragon Crystal, Psychic World* and *Mickey Mouse* will all be released to coincide with the hardware launch. Cart prices should be around £25.

● Official releases this month include *Fidelity Chess* and *Wrestleball* on the Mega Drive and *Forgotten Worlds* on the Master System. Spinning a few webs on both systems this month is *Spider-Man*.





● Do you remember the Sega AS-1 racing unit that was previewed by Suzy Uki a couple of months back? Well it was launched last month at the '91 Amusement Machine Operators' Union Show in Japan. If you remember, the AS-1 features a futuristic eight-seater cabin that takes its passengers on wild rides of fancy and adventure through the simulations on its TV screen. This latest hydraulic monster is said to have stolen the R-360's thunder, but after appearing on Tomorrow's World, what street-cred did the R-360 have left anyway?

SEGA SOLUTIONS

SPACE INVADERS '90
Mega Drive

From the title screen, press A, C and START. When the screen turns black, press B, A, C. You will now be able to start on any stage you like.

WONDER BOY III: THE DRAGON'S TRAP
Master System

Enter the following password to gain all the legendary weapons: 9JC5 YHK XN4U HT2. To get infinite thunderflashes, fireballs, arrows and whirlwinds enter: WE5T ONE 0000 000.

SUPER MONACO GP
Mega Drive

For a rather gruesome effect, make sure that your car is among the first three across the line in wet conditions. As you cross, hold down A, B, and C. On the winner's rostrum your driver will now remove his head.

DARWIN 4081
Mega Drive

Select sound test on the options screen and choose number 32. Then press any button x number of times, where x is the stage number you want to reach plus one.

SECRET COMMANDO
Master System

After dying sometime beyond level 3, both players (it works in two-player mode only) should hold down both buttons and continually press LEFT and RIGHT. You will eventually summon a continue option. Then press PAUSE and bathe your thumbs for 15 minutes in a solution of salt water and vinegar. You will now be in a fit state to use the controller again.

RINGSIDE ANGEL
Mega Drive

To fight against yourself (you'll probably still lose) in two-player battle mode, choose Cuty Suzuki and then hold down A whilst pressing START.

All tips courtesy of
The Complete Sega Solution

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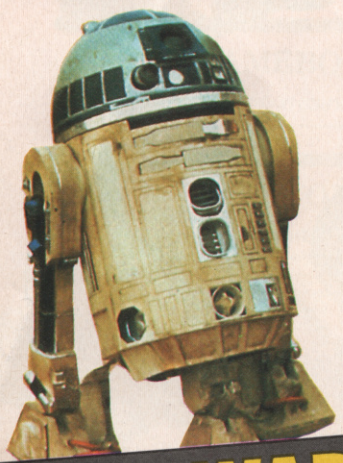
narly NINTENDO

If you want some unreal tips, awesome previews, rad reviews and narly news, you've come to the right place

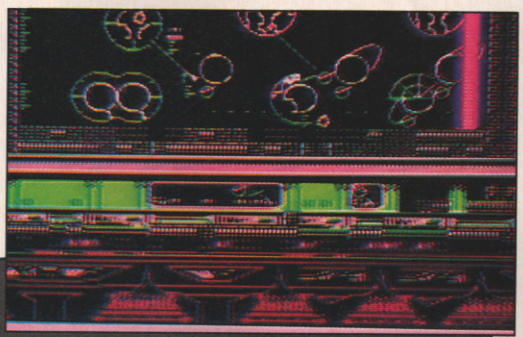
Howdy dudes. How's it hanging? Pretty well if Nintendo UK are anything to go by. The more you speak to them, the more they seem to enthuse over the rapidly expanding NES market and how the Game Boy is currently Europe's favourite portable console. But enough extolling the virtues of Nintendo's massive marketing success in the UK this year, on with the show.

First of all, an apology. Due to our over indulgence in tips last issue, we completely forgot to put the charts in. Also, a few stonkin' previews suffered at the hands of the tips department. Hopefully, this issue's packed column will make up for it.



● The Super Famicom is to be released in the United States this month, probably under the name Super NES. The whole unit will, like the original Famicom was, be totally redesigned. Rumours seem to suggest that it will be a front loader and be totally incompatible with Japanese SF games. Sounds familiar.

● Game Boy owners are still suffering a bit from the lack of official releases, so overseas imports are becoming more and more popular. Here are a few to get you saving: *Jungle Wars* (Pony Canyon), RPG; *Aretha II* (Yanoman), RPG; *Daruman* (Banpresto), puzzler; *Little Master* (Tokumashoten), RPG from the same folks that converted SF *Sim City*; *Popeye 2* (Sigma), arcade platform; *GARMS* (Bandai), another in the *SD Gundam* series; *F-1 Hero GB* (Hudson Soft), four-player racing; and *TMHT 2* which is basically a beat-'em-up with massive sprites viewed side-on.



Star Wars on the NES: superb.

STAR WARS

NES

Okay, you all know the story by now. You should also be aware of the arcade and home computer versions by Tengen/Atari Games. But forget all that. It just pales into insignificance when you see what Lucasfilm have done with Star Wars. We haven't actually played the imminent NES version, but judging by the plethora of information in front of us, and the startling pictures accompanying it, this game is going to be huge!

PREVIEW

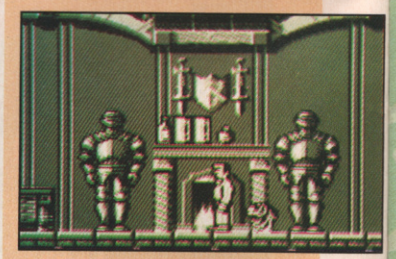
The game follows the whole plot of the film by showing loads of story-telling screens. The three main stages comprise a first-person 3-D flight through an asteroid field, a top-down view as you navigate the landspeeder through the desert, and a sideways scrolling section as you explore the insides of the Death Star. All the primary characters are featured - Luke, Han Solo and Princess Leia – along with a bit of help from the two robots and Obi-Wan Kenobi. If the game lives up to the claims in the press release – "[The] most compelling first-person, 3-D flying and fighting sequences ever developed for the NES", then us NES owners should be in for a treat.

TALOS

GAME BOY

PREVIEW

This original game comes from British developers Motive Time. The graphics are incredibly detailed and feature a special anti-blurr technique which eliminates any graphic break-up while scrolling the screen. It's an arcade adventure that takes place in the 250 rooms of a medieval castle. You must help a "person" called Frankie find all the "parts" of his girlfriend Bitsy and put her back together. Sounds fun, but you'll have to wait till Christmas to see it.



Help Frankie find Bitsy in the first original game from British developers Motive Time.

NORTH AND SOUTH

NES

PREVIEW

This conversion of the classic computer game will be the first French NES development to see an airing in the UK market. This version has already been out in Japan and the US for a while, and we should get it in August (£34.95).

● If you've just bought a Super Famicom – and judging by the people that phoned in to complain about Shintaro's incorrect *Final Fight* cheat, a lot of you have – then you'll be wondering about what game to buy next. Take a look at this list to whet your appetite: *Super Professional Baseball* (Jaleco), *Light Earth* (Hudson), *Ganba League* (Sony Music Entertainment), *Alien Crush* (Naxat), *Joe & Mac* (Data East) and *Pro Soccer* (Imagineer).

DR MARIO

It appears that Princess Daisy has been playing around in Mario's lab, and accidentally smashed a jar containing highly-reproductive germs. Before Mario could rectify the situation, the germs had spread throughout the whole of his basement. Starting in the furthest (and least infected) room from the lab, you must help Mario clear up the mess.

A room is represented by a screen with little germ blocks in it. As Mario drops vitamins from the top of the screen, you must position them so that germs and vitamins form a line of four of the same colour. This is all very much in the same style as *Tetris*, but harder because the blocks are suspended, so you should try to build from above, beside and below the offending germs to make them disappear.

The style of game differs from all of Mario's other escapades, but the playability remains intact. Both versions feature a two-player option: the hand-held version uses two Boys, while the NES splits the screen down the middle. Either way, it's damn addictive and worth every penny.

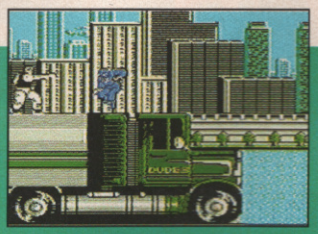
GAME BOY 92%
NES 90%

BAD DUDES

Yo, man, the Bad Dudes are here! Say hello to Blade and Striker, two of the toughest guys around. Just as well they're on *your* side. These martial arts experts have been hired by the US Government for a special mission.

The President is missing. He has been kidnapped by a street gang known as the Dragon Ninjas. These ruthless low-lives are holding the country to ransom in the hope that they can increase their power and become the underworld kings of New York. But the Bad Dudes aren't going to let that happen. So off they go into the Bronx to kick some ass and find the President.

It's a pity that Nintendo have only just decided to release this over here. The game is very old now, and it shows because of its lack of challenging content. The inclusion of a continue option is pretty pointless as the game is so easy; you'll get past the first couple of stages on your initial go. Take my advice and wait for *TMHT 2*; the same sort of game, but done in a much more presentable and challenging manner.



NES 67%

SPACE ACE

NES

PREVIEW

Everybody knows the frustration of the Americans and Japs getting all the great games before we do. But we have come to accept it because they are programmed so far away. But when a game is programmed in the UK, it's hard to understand what is going on. Motive Time, who are based in Walsall, have already stormed America with their Game Boy and NES versions of *Dragon's Lair* (coming to us in September), and just to rub it in they've send me pictures of their next release, *Space Ace*.

This is nothing like the computer versions, and looks like it'll play miles better. Goodness only knows when it'll be officially released here! (We feel a visit to Walsall coming on. Anyone want to join us?)

BODACIOUS TIPS

GRADIUS III
Super Famicom

Two tips for this terrific shoot-'em-up. *Gary Young* from Erith, Kent, supplies the first cheat. Start the game and press START to pause. Now press UP, UP, DOWN, DOWN, PAD LEFT, PAD RIGHT, PAD LEFT, PAD RIGHT, B, A, START. This should give you quite a surprise. Now do the same but use the LEFT and RIGHT buttons on top instead of the pad ones. This should get you all the weapons.

BIG RUN
Super Famicom

Gary Young also informs us that if you press START on the title screen of this rally extravaganza, you will reveal a hidden options menu.

GREMLINS 2
NES

After codes for the early levels last issue, here come *Lee* and *Laura Houghton* from Worcester with the rest.

Level 4-1: SHMC
Level 4-2: VLBB
Level 5-1: NXRD

MICKEY MOUSE 2
Game Boy

Codes for the original game were printed in issue seven. But the sequel is even better, so try these codes for it. Many thanks to *Nick Bacchus* of Bognor Regis.

```
1) TIME  11) DATE 21) SONG
2) TEST  12) ZOOM 22) TYRE
3) GAME  13) DISK 23) LOVE
4) SHIP  14) GOLD 24) NOTE
5) RACE  15) ZERO 25) JAZZ
6) WORD  16) FIRE 26) HELP
7) SHOP  17) ROOT 27) KING
8) SIZE  18) READ 28) GIFT
9) QUIZ  19) TAPE
10) DOLL 20) UNIT
```

SUPER MARIO BROS 2
NES

Banomi Shakarho from London E8 reveals this secret warp. On World 1-3, go right to where the last potion is. Pick it up and take it to the end of the level, past the door, and throw it on the vase. Go into the door then down the vase and you will warp to World 4.

Next month, we'll be printing all the tips I can find on the Super Famicom's *Super Mario World*. If you have any advice, send it in to *Narly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH*. Carts galore for the best. Later dudes...

Jtari Jtack!

Who's first every month with the latest explosive Lynx reviews? Where else can you get exclusive previews of all the latest Lynx happenings? What other source provides you with the most up-to-date game busting tricks and tactics? You got it! No-one, no-way, no-how!

MISSING LYNX

● *Barbarian Bodyguard*, an Atari original, is a game that will set hack and slay fans swinging when it appears late this year or early next. Not much is known about the game, but it's rumoured to be hot.

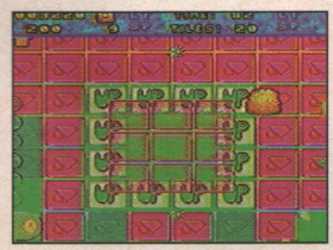
● Excellent news for fans of the Williams' coin-op, *Robotron*. The game's due for release on the Lynx in the next few months. Developers Shadowsoft reckon the many levels are identical to the arcade version and the sound has been digitised directly from the coin-op. Three control modes are available: you can fire in the direction you move, you can rotate your shots with button B and toggle firing with button A, and finally you can use OPTION 1 to toggle firing while button A rotates your shots one way and B rotates your shots the other.

● According to sources at Atari US, Color Dream's have written something called *Crystal Mines 2* which is due imminently. Funny how Atari UK know nothing about it...

● French software house Loriciel is another in the long line of developers currently working on a Lynx project. A Lynx version of *Skweek*, called *Superskweek*, is purported to be on the cards. There will be 255 levels of arcade action in which you must paint tiles, rescue imprisoned skweekettes and kill monsters.

● As you know Tengen has licensed a lot of games to Atari, and word is you could be seeing titles like *Ramparts, Skull and Crossbones, Badlands, RBI 2, Thunderjaws* and *Pit Fighter* on a Lynx near you. At present only *Pit Fighter* is a confirmed Lynx release.

● US-based Knight Technologies are working on an original Lynx game called *Dirty Larry*... and that's all we know!



TOP SCORE

Think you've got what it takes to be number one? Well see how you fare against the best of the best. Send your name and high score for any Lynx game to Top Score, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH. The highest of the high will be printed each month. And to kick off we have...

CALIFORNIA GAMES
BMX
1388 Jon Fieldhouse, Kent
Surfing
9600 Glen Savory, West Midlands
Half Pipe
29870 Jon Fieldhouse, Kent
Foot Bag
66130 Matt Rains, Australia
ELECTROCOP
199635 Jon Fieldhouse, Kent
RAMPAGE
2352300 Daniel Tooman, Bedfordshire
RYGAR
1102010 M Smith, Liverpool

CAP A CAP!

SIX LYNX SUN HATS TO GO!

Here's your chance to sport the latest in designer Lynx leisure wear courtesy of Atari (knickers and false teeth up for grabs next month!). The tasteful white hat features the Lynx logo emblazoned on its front. A collector's item you'll agree. To get your head into one of these much sought after hats simply match the wearer of the hat to the name of the RAZE raver you think it belongs to. The people in question are Julian Boardman and Les Ellis. If you think the person in picture A is Les Ellis, write Les Ellis as your answer to question A. Continue this procedure until you've got answers to all three questions. Send your completed entry on a postcard or stuck down envelope to Hat-trick, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH. The first six entries out of the box win.

ATARI LYNX IN GAZZA SUNSATION

Sun readers will doubtless have noticed the front page of the newspaper on Friday May 24th (and the back page on Saturday May 25th) when it ran the story of how a hand-held Lynx console was hospitalised after making a vicious tackle on football star Gazza in the game World Class Soccer... or was that Gazza hospitalised after foolishly fouling Gary Charles. Inside, readers were informed that "pretty Louise Powell [Atari PR person], 24, delivered an Atari computer game for laid-up Gazza – and ended up chatting in bed with him for another 90 minutes."

TEN UNESSENTIAL THINGS YOU PROBABLY NEVER WANTED TO KNOW ABOUT YOUR LYNX

● You doubtless know that the Lynx has a 4096 colour palette and can display 16 colours onscreen. It can do better than that and display 16 colours on every horizontal line. Hence, 1632 colours can be viewed onscreen simultaneously. Unfortunately this dodge slows the Lynx considerably making the mode unsuitable for high speed games.

● Total memory taken up by the Lynx's screen is 8160 bytes (just under 8K).

● The Lynx's LCD screen is 160 triads wide by 102 lines high. Each triad consists of one red, one green and one blue LCD element. In short, one triad equates to one pixel. Certain ambitious experiments have made it possible to light up a single element in the triad thus producing high resolutions of 480 by 102.

● At the heart of the Lynx are two custom chips called Mikey and Suzy. Mikey incorporates the 65C02 processor, sound system, video drivers and ComLynx support. Suzy, meanwhile, is a high speed blitter (block transfer chip) and maths coprocessor.

● Suzy can scale sprites from 1/256th of the defined size right up to 256 times the defined size. For instance, a sprite that's a mere two pixels high by two pixels wide, could be expanded to 512 by 512 – many times larger than screen size!

● It's possible for Suzy and the 65C02 processor to work simultaneously. With careful, clever programming parallel processing is possible!

● Despite what you might have heard, the existing Lynx does not have stereo output. That's only because Atari wanted to save a few pennies in production. The Lynx does, however, have the capability with full stereo pan controls buried in the hardware.

● Lynx carts presently hold up to 256K of information. Paltry really. Bigger and better things are possible at a price, including carts with save features. A cartridge with a save game option (that is, built in RAM) would cost at least £50.

● The ComLynx – called RedEye by Atari developers – is simply a bidirectional serial communication channel. It can send and receive data at various speeds from 300.5 baud to 62.5 Kbaud (around 7K a second).

● There are only nine unessential things you probably never wanted to know about your Lynx.

LYNX HACK SHACK

The gratitude of every home throughout the world, except in the abodes of the guilty, goes out to those who, undaunted by the odds, unwearied by their constant challenge and mortal danger, are winning with their prowess and devotion. Never in the field of Lynx game hacking have so many tips been offered by so many to so few. There's still hope for the few and the possibility of a fabulous new cart if their efforts are used. Send all game busting ploys to Atari Attack, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH.

RAMPAGE

That Adrion MacHeriot chappie from downtown Trowbridge has been extremely busy this month as he's uncovered yet another deft dodge. This time a level select option for the great monster masher. When on the monster selection screen, press PAUSE. Unpause the game, make your selection and then hold down OPTION 1 when you get to the newspaper screen. By moving the joypad LEFT and RIGHT while holding OPTION 1 you can get to any of the 61 levels. Incidentally, recalls, Daniel Tooman of Bedfordshire, the 61st level takes place in Sunnyvale – home of Atari!

ROADBLASTERS

Start on the first level, hold down button B and drive along the left hard shoulder of the road. Keep B pressed and eventually you'll hit a tree. You'll get to see a picture of one of the programmers; by pressing OPTION 1 you can choose the start level. On making your selection and pressing button A to continue, you will complete the first level and only then start on your selected stage. Hitting the tree growing on the right shoulder of the road will reveal a picture of the co-programmer. Thank Adrion MacHeriot of Trowbridge for that lot

SHANGHAI

Adrion MacHeriot from Trowbridge reckons you can see the victory screen in this mah-jongg clone by entering the high score table during a game, pressing the PAUSE button and then holding down OPTION 1, OPTION 2, button A, button B and the UP and RIGHT diagonal simultaneously.

ZARLOR MERCENARY

Buried deep in the darkest recesses of this tremendous shoot-'em-up is, says Adrion MacHeriot of Trowbridge, a hidden *Life* simulation. To access it, get to the character selection screen before the start of the game, hold OPTION 1 while moving the joypad as follows: UP, DOWN, LEFT, RIGHT and UP. The screen will read 'LIFE' and a lifeform known as a glider will move across the screen. Eventually the glider will collide with the cells forming the word 'LIFE' and cause a chain reaction that destroys the title screen. Before the title screen is destroyed you may try the following:

● Moving the joypad or pressing either OPTION 1, OPTION 2 or PAUSE will halt whatever's happening onscreen.

● Pressing OPTION 1 to continue the evolution puts *Life* into wrap around mode. Basically, cells that reach the edge of the screen will automatically wrap around to the opposite side.

● Tapping OPTION 2 to continue causes cells to hit an imaginary brick wall when they reach any of the screen's edges.

● Pressing either button A or B gets you to *Life*'s drawing mode. You can tell when the drawing mode is active as you will be able to control a set of green crosshairs via the joypad.

Drawing mode offers the following controls:

● Moving the joypad while holding button A allows you to draw.

● Moving the joypad while holding button B lets you erase.

● Pressing either OPTION 1 or OPTION 2 will allow your lifeform to evolve.

● Holding down the reset buttons (OPTION 1 and PAUSE) will clear the screen completely.

● Pressing PAUSE and button A together will get you to copy mode. You can tell you are in this mode by the word 'COPY' below and to the right of the green crosshairs.

● Pressing PAUSE and button B simultaneously will get you to paste/erase mode.

Copy mode features the following commands:

● Pressing OPTION 1 or OPTION 2 will return you to the drawing mode.

● Holding down PAUSE and pressing either OPTION 1 or OPTION 2 will evolve your lifeform frame by frame. The option button pressed determines whether screen wrap is on or off.

● Pressing button A sets one corner coordinate of a box you can draw. Pressing button A again sets the other corner coordinate of the box. Anything inside the box is sent to the copy buffer. On completing the box you will be sent to paste/erase mode.

● Holding PAUSE and button A at the same time takes you to the lifeform library. Here you'll find a collection of shapes to evolve. On selecting a lifeform or collection of lifeforms, you will be in paste/erase mode.

● By pressing PAUSE and button B you will be sent directly to paste/erase mode. Whatever was last placed in the copy buffer will be used.

Paste/erase mode offers the following:

● Pressing either OPTION 1 or OPTION 2 will return you to drawing mode.

● By hitting button A you can paste the contents of the copy buffer.

● Tapping button B erases the contents of the copy buffer.

● Holding PAUSE and pressing button B will flip the contents of the copy buffer any of eight possible ways.

● Pressing the restart buttons (OPTION 1 and PAUSE) will clear the screen.

● Pressing PAUSE and button A simultaneously puts you in copy mode.

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GO TO WAR!

CENTURION...38
Playing a lowly officer you must make it through the ranks to become a mighty Cæser in the Roman empire.

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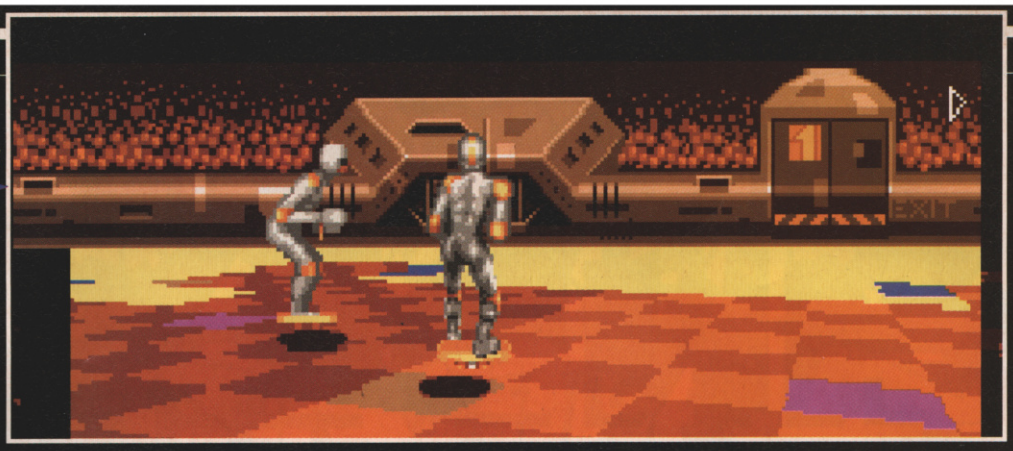


STORMBA

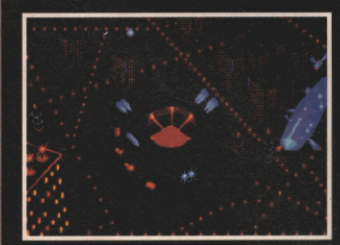
Julian "Hover" Boardman flies into the future

Bit of a rum one this: a future sport game that *isn't* mindlessly violent or too fast to keep up with. *Stormball* is a game for two-players, one of which can be computer-controlled. In a one-player game, you select an opponent and the computer chooses a pitch design, from 40, and off you go. On a simple level, the idea is this: each player is on a hoverboard and they must throw a ball so that it bounces over the maximum number tiles and bonuses in their opponent's half before the other player can get to it and stop the ball accruing points. The process is then repeated as the ball is returned over the point-giving squares.

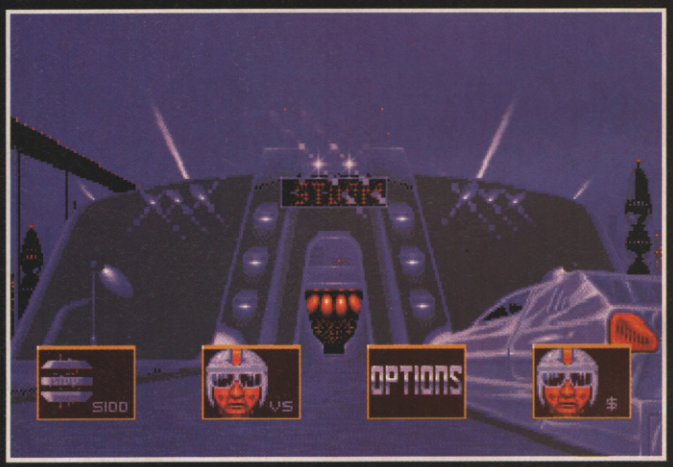
Catching the ball is not as difficult as you may think, all you have to do is be on the same tile at the same time, the glove does the rest. To throw the ball back, you hold down fire until you have reached the strength you want on the gauge. When the opponent throws the ball into your half, you have a certain amount of time, shown by the coloured time-out bar just above the scoreboard, to return it. As long as the bar is in the white, you can catch the ball and move all over your half, but once it enters the brown, you will only be able to spin to the left or the right, which could leave you in a tricky situation. If the time-out bar runs out, play is stopped and the service and 100 points go to your opponent.

Every now and then bonus tiles will appear, which can do things like stun your opponent or perhaps add to your total the scores of the tiles around it. Subsequently, it soon becomes apparent that just flinging the ball across the half-way mark is not going to be any good, it definitely pays to concentrate on the areas ripe with bonuses. The only problem is that these point-heavy areas normally have a tile which will wipe away any score that the ball has accumulated on the way around.

Money plays a big part in *Stormball*. You have to pay to play your selected opponent and at certain times in the one-player league a Cash icon will appear offering extra money. The best bit, though, is when you meet this very dodgy chap called Dexter who will allow you to bet on yourself. He gives the odds, you suggest a stake, and he tells you what you will win – if,



Outside the stadium you have some choices to make: on the left is the icon to select if you feel you need a little practise. In the practice, you get to meet SIDD, a droid that can have his speed, strength and accuracy adjusted to whatever level suits you. Two-player games are always great fun, but even more so when you link up two machines through a null-modem cable in the serial ports (available at all good computer shops now). The icon on the far right gets you into the one-player league or Pro-Circuit. Here is where you get to play the hardened vets as you work your way up to the top. Most people, though, will be struggling by the time they get to their third opponent.



of course, you can win the match. (Dexter, however, is not dumb enough to allow you to bet against yourself.) All this money helps because the players at the top of the league can cost up to $1,000, compared to $10 at the bottom, and winnings alone will not cover this.

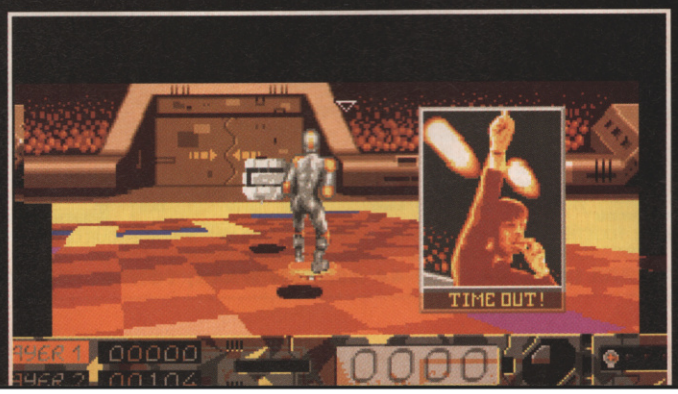
Playing through a league takes a lot of time so there is an option to save your character (a disk will take up to 40). You can then load up a saved character and either play *with* it or *against* it. More custom gameplay is available with the addition of a pitch editor for 40 areas. This allows you to set up any pitch design you like and put on it any number of bonuses or obstacles. In total, this can give you up to 80 pitches in memory at a time, but obviously if you have imagination enough to create more there is no reason why you shouldn't extend your creations over many disks.

Where *Stormball* comes into its own is the two-player game with two machines linked up. There is a split-screen option but linking up machines is far more preferable as each player gets a full screen area (and it plays a tad faster). Once you get familiar with the gameplay (which does take a while) and the deliberately slow, but unusual nonetheless, speed of your character, you realise that any other way would make it too fast to be playable.

Stormball is more about tactics than speed and offers a change from the usual "future sport" fare of frenzied joystick wrenching. But don't let that put you off, if anything it is a plus; it gives time to stimulate the brain cells as well as the wrist muscles to make a better all round game.

With its stadium atmosphere, created by high-quality audio and graphics, you get the impression you are taking part in a big event. The opponents make each game into an exhausting battle of wills against the computer, or a relationship-busting match with a friend. Either way it makes for one hell of a game.

The darkened alley to the rear of the stadium is where you'll find "Dodgy" Dexter and his book. He will give you odds for you winning the match and the opportunity to place as much or as little cash on yourself as you like.



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PAC-MANIA

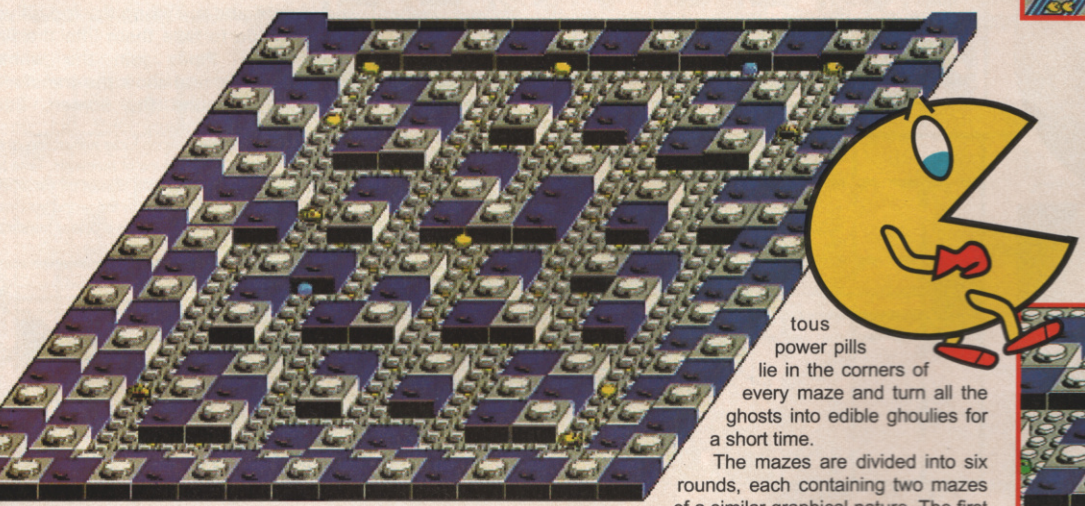
Intrepid muncher, Les Ellis gets his teeth into an old fave

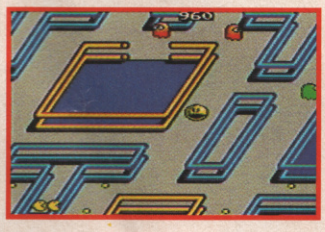
He's back! Your little, yellow, power pill popping pal has returned to the screens in his most popular game, *Pac-Mania*. Of course computer owners have been enjoying the delights of *Pac-Mania* for nearly two years (thanks to the old Grandslam game), but now Master System owners can join in the fun with Tecmagik's first development on the console.

The basics are, er, basic. *Pac-Mania* takes the original *Pac-Man* and forces a 3-D perspective upon it. Of course, the graphics have been greatly enhanced and the number and types of levels increased, but the basic gameplay is practically the same. However, there's one important difference between this and the original Pac-game – in this one you can jump! Yes, that means no more "impossible" situations; the length of the game depends more on your skill than on the "cheating" computer. As always, you are chased around the maze by some bug-eyed ghosts. These unfriendly creatures will satisfy their hunger pangs by eating you if they get close. However, the ubiquitous power pills lie in the corners of every maze and turn all the ghosts into edible ghoulies for a short time.

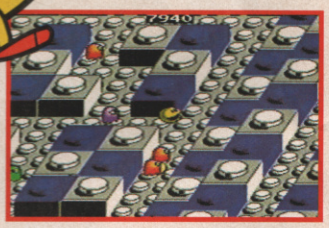
The mazes are divided into six rounds, each containing two mazes of a similar graphical nature. The first three are selectable directly from the start, whereas the other three have to be played through in order if you are to see them. The first screen also contains a special bonus level.

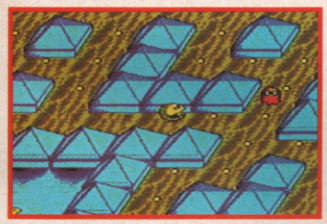
It's great to see Pac return to our screens. The old guy has been sorely missed, as has his simple, addictive gameplay. But Tecmagik's version is much more than that, this also contains some incredible Master System graphics and an ear-bashing aural accompaniment. Old it may be, but it has certainly stood the test of time.





The two little men in the bottom left-hand corner indicate how many lives old Paccy has left. This is the second selectable level, Pac-Man's Park. As you can see, Pac has eaten all the pills around the ghosts' home-base while they are out searching for him (what a sneaky little chap our Paccy is).





Paccy tries to clear out the sandbox in the third selectable level. After this, Pac-Man gets down to real business as he enters the final three levels which can't be chosen from the main menu. The range of scenic backdrops makes *Pac-Mania* an absolute delight to play on the Master System.

Before each level you get a small intro sequence detailing the level you are about to enter. These are the intros for the first three levels.

MASTER SYSTEM

GRAPHICS 92%
✓ Big, bold characters and great backdrops.
✓ Could be the best MS graphics yet!

SOUND 80%
✓ All the arcade tunes are included.
✓ Loads of sound effects: munching etc.

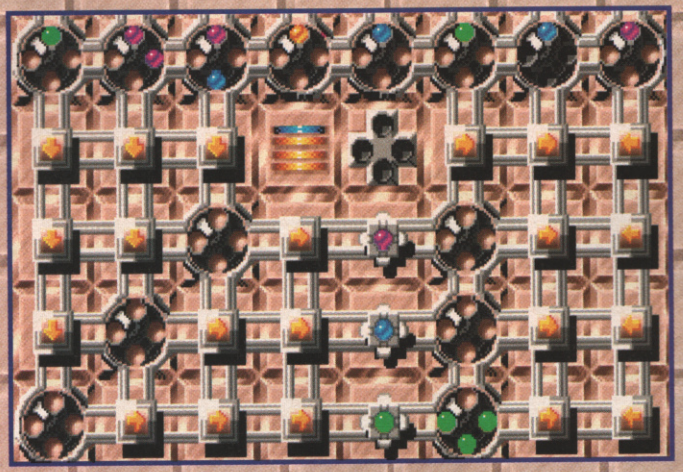
PLAYABILITY 86%
✓ Six levels (+bonus) of pure nostalgia.
✓ Very addictive, immensely playable.

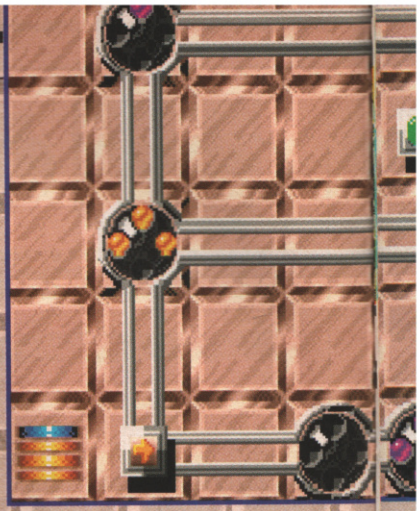
TECMAGIK
£29.99 ● OUT JULY
86%

Mosquitos prefer blondes.

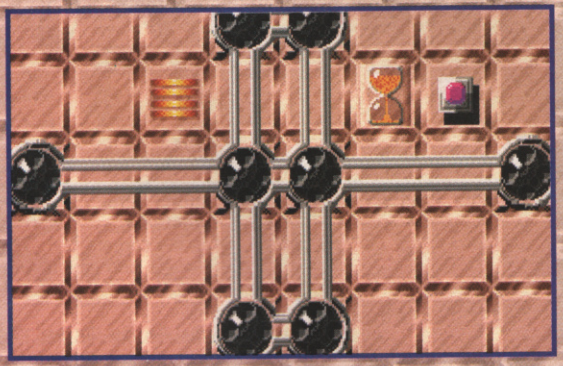
LOGICAL

Les Ellis goes in search of his marbles

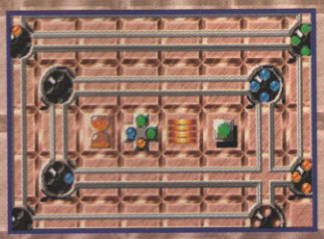




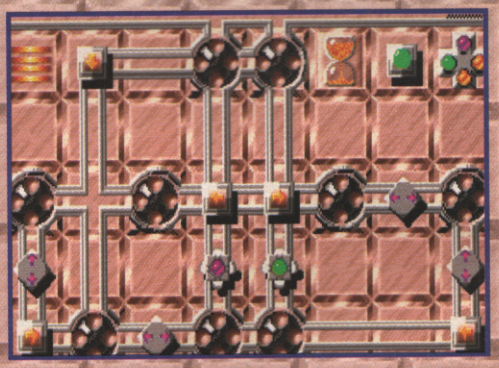
ple enough: place four marbles of the same colour in a wheel and make it explode. Explode all the wheels on the screen and progress to the next level. The marbles enter the screen stage right and roll along the top till you decide to take them into the first wheel. Pipes join the wheels together, and allow the transfer of balls around the screen. Each rotating wheel holds a maximum of four marbles, so lots of swapping around the screen will be needed to successfully arrange the coloured balls. So, like I said, it's all very, very simple.



As seen here, level two is easy. All the wheels have been blown and all that is left to do is sit back and pick up the large time bonus for doing it so quickly.



The colour handicap kicks into action at the most inopportune of moments. Time has nearly run out, and almost all the wheels are full; the last thing in the world you want is a colour handicap.



Level 94 proves to be a real teleporter jam (teleports are depicted by the diamonds). Things will soon get very confusing as balls start to appear in all manner of unexpected places. The square receptacle at the top right of the screen is the colour handicap. A wheel must be filled with this colour before you can progress.

Rainbow Arts, renowned for shooting smashes like *Denaris* and *R-Type*, also happen to be quite proficient at the proverbial puzzler. Indeed, just eight months ago the German software house released *Curse of Ra* to a puzzle-hungry Julian Boardman, who deemed it worthy of 86%. Following on from that, Rainbow Arts now bring us *Logical*, a similarly taxing game that is sure to give puzzle fanatics nightmares.

The object of the game is simple enough: place four marbles of the same colour in a wheel and make it explode. Explode all the wheels on the screen and progress to the next level. The marbles enter the screen stage right and roll along the top till you decide to take them into the first wheel. Pipes join the wheels together, and allow the transfer of balls around the screen. Each rotating wheel holds a maximum of four marbles, so lots of swapping around the screen will be needed to successfully arrange the coloured balls. So, like I said, it's all very, very simple.

Unfortunately, this simplistic view is only held for the first 20 levels till all hell breaks loose and the game becomes a nightmare. It's not the increase in wheels or the complication of their design that cause the pandemonium, it is

IT'S TOTALLY LOGICAL

Elements you will come across in the game.

Colour stoppers – Only allow colours that match the stopper to pass through.

Colour changers – Change the colour of any marble that passes through.

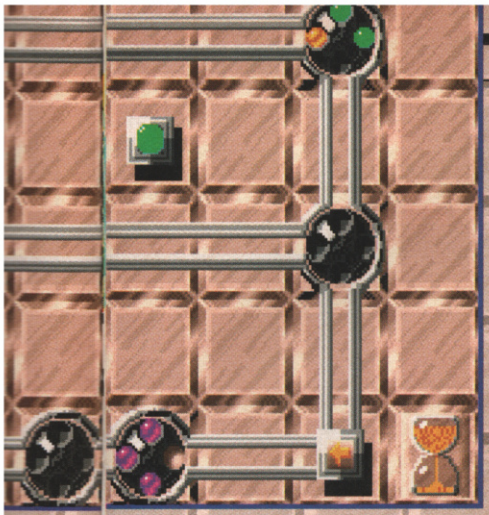
Direction arrows – Redirect marbles and turn channels into one-way streets.

Traffic lights – Show the order in which you have to fill the wheels.

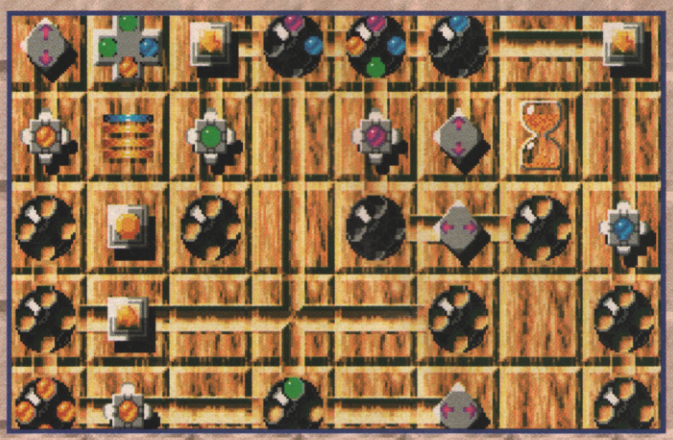
Colour handicap – Wheels must be filled with the colours indicated.

Teleporters – Teleports a marble to another part of the screen.

It's wheely, wheely good.



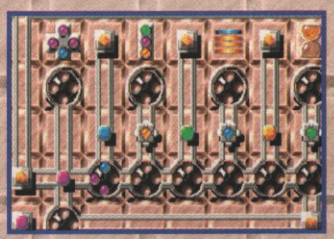
The game starts very simply, letting you get used to all the different elements of gameplay, and then it happens... you reach level 20! Wheels start to clog up, balls begin to change direction, and before you know it, the time has ticked down and the dreaded words "Game Over" appear onscreen. In case you hadn't guessed it, this is level one: nice 'n' simple.



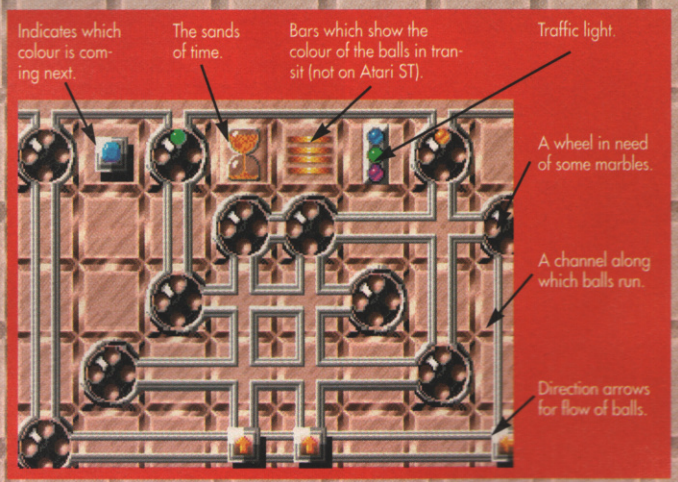
The range of backgrounds adds plenty of visual excitement for the player; this is the woody background. The backdrop doesn't affect the gameplay at all, although it can lead to a few late nights with sore eyes!

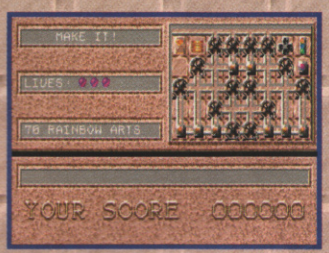
the extra objects that appear on the screen. For instance, as level 99 gets nearer, you start to encounter traffic lights, one-way pipes and colour-specific wheels to name but a few. *Tetris* – pah!

If nigh on 100 trap-packed, obstacle-filled levels aren't enough for you, then Rainbow Arts have (out of the kindness of their hearts) included a construction kit. But anyone with any sense won't use it for their own



Who says Les Ellis is crap at playing puzzle games? This here's level 98, the penultimate level. To reach this far, Les recommends many nights of perseverance and dedication (and the sheet of level codes from the PR woman!).





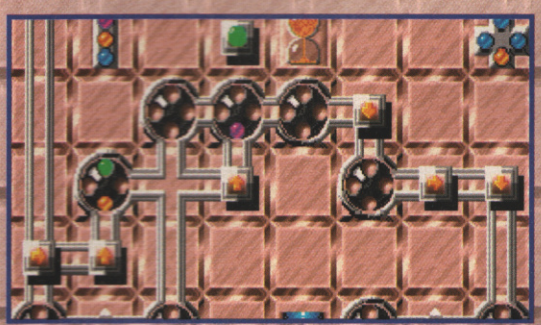
Before each round, you get a view of the level and its name. Now is the time to turn off the power if you don't like the look of the level.

sadistic pleasure, they'll use it to amaze and completely dumbfound their mates as everyone tries to crack each other's screens.

But the construction kit does, in my opinion, have one serious drawback. You can only access the feature when you have made your way to level 99 and successfully completed it, thus gaining the password. This is obviously intentional, and I'm sure the programmers thought they had a valid enough reason for it at the time, but I can't for the life of me work out what it was. In fact most people won't even use the construction kit as they won't have the perseverance to go through the preset screens. The design option should be used for practising certain techniques and not be given as a reward.

Still, like most puzzlers, the main attraction of *Logical* is its ease of use and deadly addictive qualities. No matter how dense your grey matter, you'll soon get the hang of it and complete a few of the starter screens. Luckily every level has its own password, so once conquered levels never have to be encountered again. The ease of use is increased with the use of three control methods: keyboard, mouse or joystick (mouse is best).

The presentation of the game is very slick, from the superb title screen to the variety of backgrounds for the play area. Due to its original design and user-friendliness, *Logical* injects a new breath of life into the stale puzzle market.



Looks easy, doesn't it? The four bars at the bottom of the screen show that there are two blue balls in transit. The timer has only just commenced its tick down, so there is no need to rush.

ATARI ST

GRAPHICS **78%**
✗ Less stylish than other versions.
✓ Still very functional, though.

SOUND **70%**
✗ Very simple tune.
✓ Better spot effects.

PLAYABILITY **82%**
✓ No rest for the wicked.
✓ More addictive than *Tetris*.

RAINBOW ARTS £19.99 ● OUT NOW **80%**

IBM PC

GRAPHICS **86%**
✓ Excellent in VGA mode.
✓ Also exploits EGA to the full.

SOUND **80%**
✓ Good internal music and effects.
✓ Terrific with soundcards.

PLAYABILITY **89%**
✓ Easy to get into...
✓ Not so easy to leave.

RAINBOW ARTS £19.99 ● OUT NOW **89%**

AMIGA

GRAPHICS **84%**
✗ Abit of a strain on the eyes.
✓ Varying backgrounds; good use of colour.

SOUND **80%**
✓ "Atmospheric" title music.
✓ Loads of spot effects.

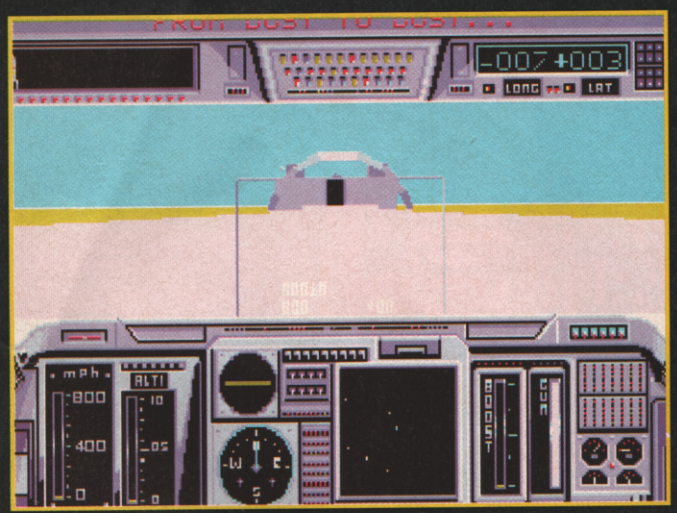
PLAYABILITY **88%**
✓ 99 levels of arcade action.
✓ Construction kit enhances lastability.

RAINBOW ARTS £19.99 ● OUT NOW **88%**

COUGAR FORCE

Julian Boardman reckons he'd be more at home in a Kitten Force

This is, apparently, a multi-action game. I have no quibble with the "multi" bit, but as far as the "action" goes, I'm a little dubious to say the least. You are Cougar, a top secret agent with a mission to break up a gang of drug dealers on some little archipelago in the Pacific ocean.



The building ahead is the jail. You actually have to try and take off in front of it before you hit the side of it. Once you do take off, you have about three seconds to get the gear up before you die (landing gear's like that y'know).

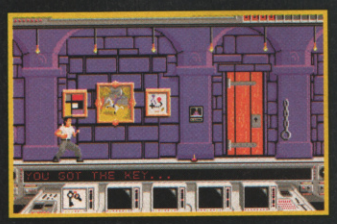
It all begins inside the prison from which you have to escape. Cue *Double Dragon*esque beat-'em-up, where you collect two keys and beat up the guards to get out of the prison.

Once you have escaped, you jump into a conveniently placed jet fighter – fully armed, of course – and speed off into the skies where you must shoot down a couple of planes and land on the other side of the island.

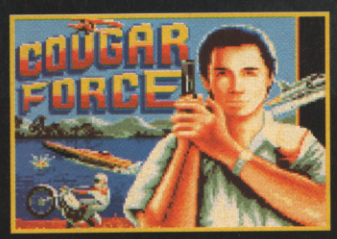
Then you get another fighting bit. Now you steal a boat and head towards a pygmy village. Oh, it's booby-trapped. The boat, that is, not the pygmy village.

Now you must cross the village, avoiding all the arrows.

A supple little roll can move you quicker than a few tentative steps. In fact the steps are more like a shuffle, and the roll is not a patch on *Prince of Persia*.



Here you get to pick up a key that can take you off this floor. Note the colourful graphics and lifelike characters. Unfortunately, not even that can save the repetitive gameplay and boring fight scenes.



At this point you get a choice: steal a booby-trapped motorbike or steal a booby-trapped hovercraft (some choice!).

A bit more hand-to-hand combat, then you have to nick another plane and crash it into the scientists' headquarters.

Cougar Force promises to be something of an epic game with all these elements but it fails miserably to deliver anything even vaguely interesting in the gameplay. Visually and aurally, *Cougar Force* is certainly above average, but nothing brilliant. Likewise, the Mona Lisa wouldn't make much of a game.

AMIGA

GRAPHICS **79%**
✗ Poor animation in the fight scenes.
✓ Fast-moving 3-D flight sequences.

SOUND **75%**
✗ Not enough acknowledging SFX.
✓ Amusing effects in hand-to-hand combat.

PLAYABILITY **57%**
✗ Repetitive and boring.
✓ Overlong disk accessing times.

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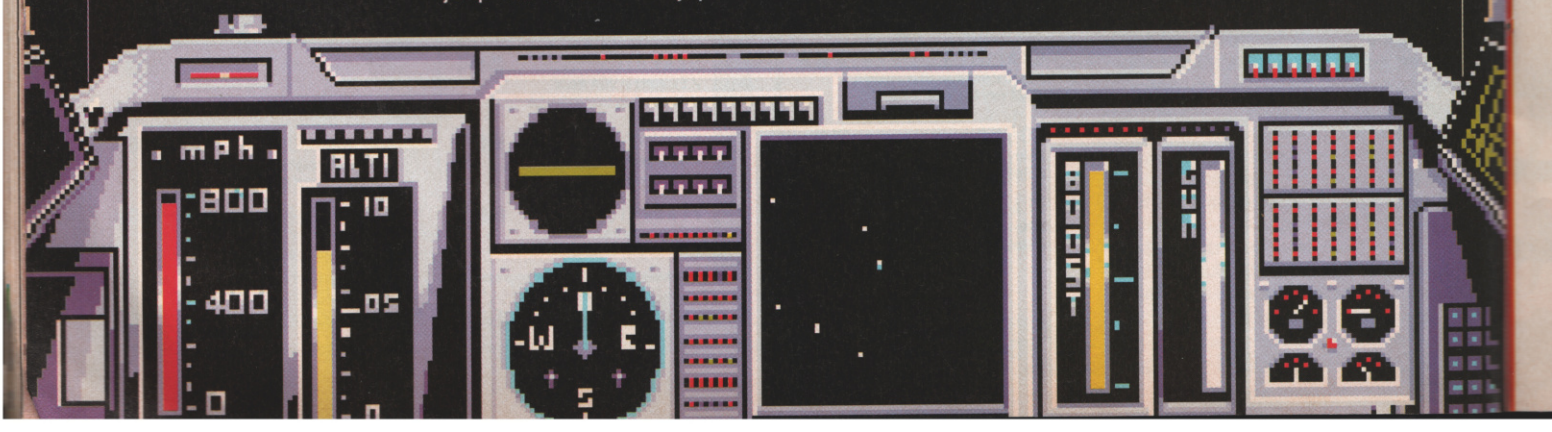
60%



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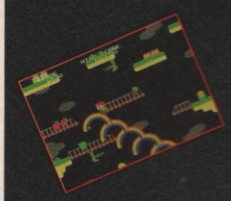

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The "Board"man donned a loin cloth to survey Gremlin's tabletop tie-in

This screen takes you deep into a battle scene. Here you encounter the dice so prevalent in the boardgame version. The dice are rolled to determine the amount of offensive and defensive moves.

"What's going on then, Fartandrun?" The young goblin turned around and looked at his friend. "No idea, mate, I only work here. One minute I'm happily polishing me brass gargoyles, like the working class goblin that I am, then all of a sudden there's this 'ere, memo from the boss..."

"Morcar, Lord Of All Chaos And That Which Surrounds Him, you mean?" suggested Fellindung.

"Yeah, that's the geezer. Anyway," he continued, flapping a bit of parchment around for effect, "the next thing I know me an' you are on front-line bloody duty defending Morcar, Lord Of All 'is Whatisnames, from four blokes who wear white loin cloths and go to mass on a Sunday. I mean, I ask you," he raised his arms in a gesture of disbelief, "what is the bloody point? We're not footsoldiers, and these guys don't sound like they're up to much anyway! I bet they pick flowers and stroke rabbits." Fellindung winced at the thought.

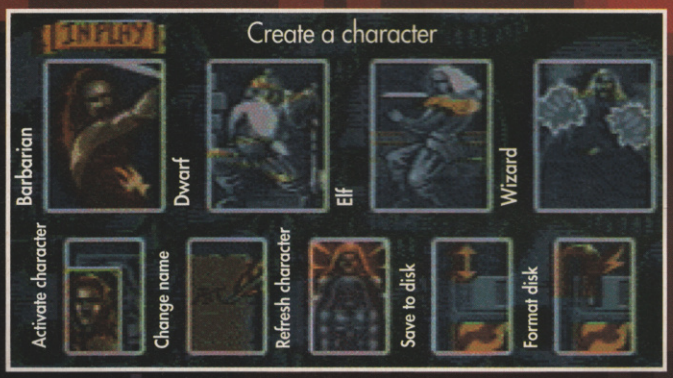
"I tell you this for nothing, the union'll be hearing about this in the morning. That'll soon sort out Morcar Lord Of All Chaos."

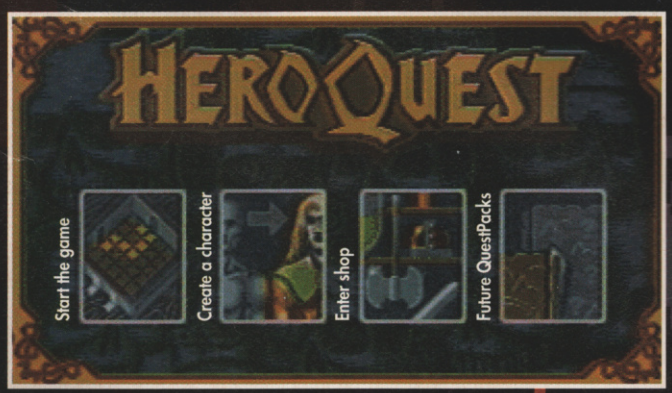
"Good on yer, Fartandrun. Eh! Did you ear that noise?" he looked concerned.

"What bloody noise? Bugger the noise, you've made me forget what I was going to say!" He paused an all-too-brief moment and resumed. "And I'll tell you something else," he was getting back into his finger-wagging stride now, "he'll have some right bloody chaos 'round here when the unions find out or my name's not Fartandrun!"

"'Ere, Farty, there it is again."

"Look," said an agitated Fartandrun, "I'm on a bleedin' workin' class polemic 'ere so never mind the friggin' noi..." His outburst, along with his and Fellindung's height, were cut mercifully short by the telling swipe of Jasper the Barbarian's longsword as it tipped their heads

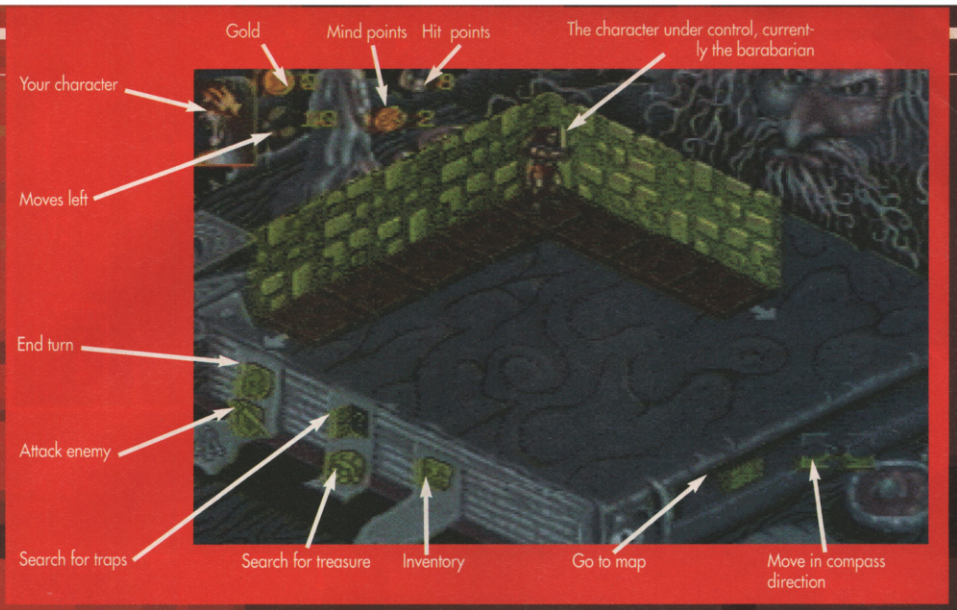




MILTON'S QUEST

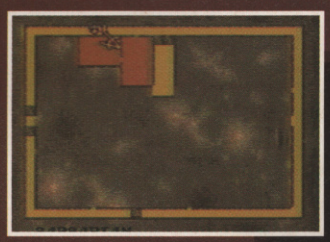
Milton Bradley had something of a surprise success on their hands when HeroQuest became the only million-selling boardgame of 1989. They soon cashed in on the success by collaborating further with the well-respected Games Workshop to produce extra QuestPacks for the game which appeared throughout 1990. Gremlin are also converting these QuestPacks and the first should be released sometime in July. Following that later in the year will be the conversion of MB's follow-up boardgame, Space Crusade.

HEROQUE



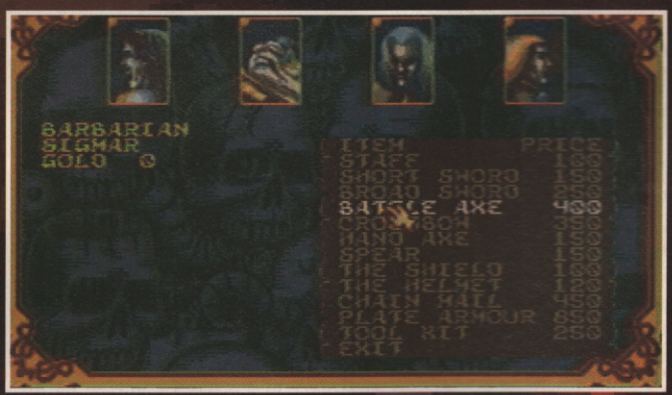
onto the floor.

A goblin's life is not a happy one. The computer version of this all-too-common scenario uses an isometric viewpoint – not entirely dissimilar to that of *Cadaver* – to convey the action as you and your friends control one each of four characters: an elf, barbarian, wizard and dwarf. You are sent on



The final screen you encounter in the main thrust of the game displays the map of the area. It starts blank but as more is discovered in the game the area you are in develops around you. This screen is also used to pick which characters will be attacked or have spells cast on them.

Poised for a fight, the barbarian wanders through a long corridor entirely unconvinced that six inches of fallen rock can really stop him getting through.



increasingly difficult quests to retrieve various people and magical items from the hands of the evil Morcar at the behest of Mentor, the Guardian of Loretome. Only you four megamortals have the courage to take on the wicked wizard and ultimately defeat him.

So you get to battle goblins and orcs, avoid traps and find treasure; all you need is the buxom wench with a few jars of mead and you're laughing. There are all kinds of weapons and potions which can be used in your quest and the elf and wizard can use spells, but only once for each.

The game follows the rules and quests of Milton Bradley's HeroQuest boardgame pretty closely, but with two major bonuses. The first being that it cuts out all that tedious dice throwing and makes the rules easier to pick up, and the second being that it is nigh on impossible for your dog to eat one of the most important pieces in the game (a problem that severely plagued *my* original).

Any of the treasure or rewards you get from your arduous quest will be worth an amount in gold coins. You get to spend the dosh on any item, from a suit of armour to a tool kit, in the shop after each quest.

For newcomers to the HeroQuest game, the computer version is a very enjoyable version and probably more easily accessible than the boardgame. But be warned, dice-based games are far more ruthless at wasting your favourite character, as your fate is far more in the lap of the gods, than most other computer games. It takes a lot of getting used to. Old hands will find it an ideal conversion, and a lot easier than setting up the whole board!

ATARI ST GREMLIN GRAPHICS £25.99 ● OUT NOW

IBM PC GREMLIN GRAPHICS £TBA ● SUMMER '91

AMIGA

GRAPHICS 92%
✓ High-class intro sequence.
✓ Very clear presentation throughout.

SOUND 72%
✗ Poor tune can thankfully be turned off.
✓ Clicks and beeps everywhere.

PLAYABILITY 86%
✗ May be a little too ruthless for some.
✓ Uses the computer to improve original.

GREMLIN GRAPHICS £25.99 ● OUT NOW 86%

HYDRA

Flying high, and on the crest of a wave, Les Ellis delivers the goods on time (as always)

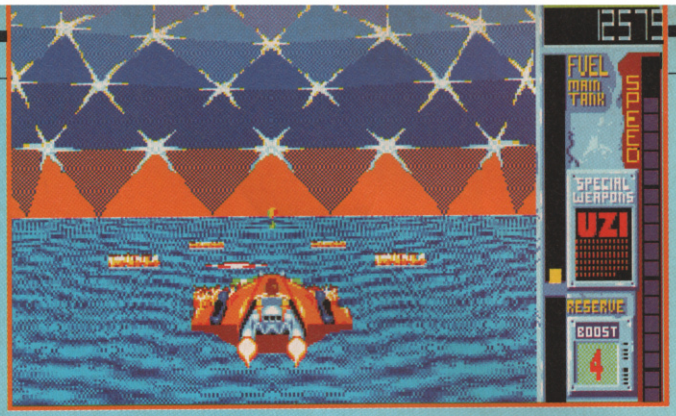
Couriers do tend to come in for a lot of stick. For instance, when has the Securicor man ever delivered that new computer on time? And you often wonder what they mean by "overnight delivery" – which night are they delivering it over? And marking the package "Fragile, handle with care" actually means break the news to them gently. But there's a reason behind all this incompetence. Most couriers secretly wish they were handling more important goods, like diamonds. So the next time a grumpy delivery man arrives at your doorstep with a Kays catalogue, invite him in for a cup of tea and load up *Hydra*. Within seconds, you'll see his eyes light up as he gets the chance to deliver all manner of important items around the globe. (But don't let him stay too long or someone else's package will be delivered late.)

The player, whether he's a 6'5" delivery man or not, is an international courier codenamed Hydra. With such a title, you won't be surprised to hear that all of his journeys take place over water. This isn't because it's cheaper or environmentally friendly, it has more to do with the unsafe nature of the roads and rail which have been taken over by street gangs and rail ruffians.

The Government has called on you to deliver several top secret, extremely sensitive packages to locations throughout the world. You are only told the nature of your cargo when you step into your Hydracraft, and the only warning is that things could get a little rough. Which is not surprising when you discover your hold will be full with such items as the Crown Jewels and certain Doomsday devices.

You view your amphibious plane craft from behind, as if in a racing game. As you zoom over the water, you'll encounter various pirate craft who'll try to shoot you down. But don't waste fuel trying to get them because when your tanks are empty, your job is over. Extra fuel can be obtained from two sources. You can either pick up the canisters dropped by downed pirate craft or you can enter Ziggy's Weapon Shoppe and purchase fuel using the cash you get for picking up balloons along your route. There are nine missions in all, spread over 31 levels.

The conversion by ICE Software isn't all that good, but the game itself has some inherent flaws too. For a start it's too repetitive, and you never feel as if there's anything worth getting at the end of the line. Conversion flaws include some very poor collision detection, and a dire implementation of the arcade sound effects. But as with all coin-op conversions, there are certain mindless blasting attractions.

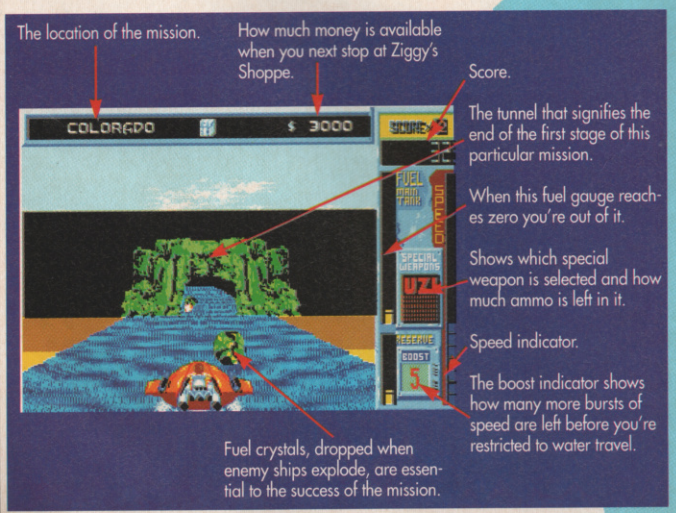


Bonus stage: under a star-lit sky, you have to race around a course avoiding all the obstacles and picking up as much fuel and money as you can. Use the ramps to go airborne and reach that money in the sky.

The mission select screen: travel the world, see exotic sights, meet exciting people, and blow them up. After each group of missions is successfully completed, you can choose your next area of operation.

ZIGGY'S PLACE

(Left to right.)
Uzi – gives increased fire power.
Shield – protects your Hydracraft from enemy fire.
Flamer – powerful weapon that burns the enemy.
Homer – hunts out the nearest enemy craft.
Bomb – waits in the water for enemy craft.
Extra fuel – you can't leave home without it.



ATARI ST DOMARK £24.99 ● OUT NOW

AMIGA

GRAPHICS **70%**
✗ Very poor collision detection.
✓ The "flowing" water adds to the 3-D.

SOUND **73%**
✗ Poor blasting sounds and effects.
✓ Interesting title tune.

PLAYABILITY **69%**
✗ Ultimately boring, no real incentive.
✓ Very easy to get into; 31 levels in all.

DOMARK £24.99 ● OUT NOW **70%**

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Calls cost 34p (cheap rate) and 45p (at all other times) per min incl VAT. For list of winners send SAE to:Pepperoni, PO Box 2065, London, W12 9JH Please ask your parents permission before you call. Average length of the call is 6 minutes.

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CENTURION

Les Ellis turned up with the chains and handcuffs. No, Les, we said world *domination*

I must admit, my knowledge of the Roman Empire goes about as far as The Life of Brian and Asterix the Gaul. But now Electronic Arts say they are about to educate me in the ways of a young Roman soldier, and his struggle to become recognised as the great leader he is destined to be.

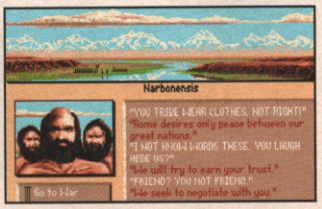
You play the eponymous lowly officer who must rise through the ranks to become a mighty Cæser (the name was given to most Roman emperors, not just Julius). You do this by adding land to the Empire and keeping all the citizens in its realm happy. Not an easy task.

The acquiring land bit is easy; just march over the border of a neighbouring province and meet with their leader. Try to negotiate peacefully, but if he doesn't want to know then initiate a full scale invasion. The two sides then meet on a battlefield and the side with the strongest army and best strategies wins the battle.

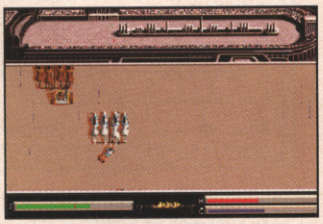
Your other problem, of keeping the folks at home happy, is solved in a less destructive manner. If the people of any country under your control start to rebel then you must hold some "sporting" events to cool them down. *Centurion* gives you a choice of two games: chariot racing or gladiator battles.

In the chariot races you must choose which type of chariot you want to race. From there you can try to win the race through underhand tactics, like bribing your opponents to lose the race while having a small bet on the side. The race takes place around an oval circuit, with other chariots trying to crash into your vehicle all the way around. To keep the crowds happy, you don't actually have to win the chariot race. However, the winnings from a victory come in useful for funding the war effort. The gladiator ring contains the most blood of all, and is sure to keep the crowds happy. You take control of one of the battle-hardened brutes and must try to fight your opposition in the most gruesome way possible. If you win, you will get the choice whether to finish him off for good (thumbs down) or just give him a good tanning (thumbs up). If you make the wrong choice, and perhaps kill him when the fight didn't deserve it because it wasn't bloody enough, the crowd will go away dissatisfied. Such is the fickle nature of the Roman people.

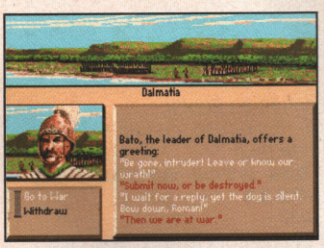
Centurion is one of the best boardgame conversions I've played recently. The impressive presentation makes it inviting and addictive, while it has enough depth to make the game long-lasting. For the Mega Drive in particular, it is a real shot in the arm. It's refreshing to see a company like Electronic Arts not going down the familiar shoot-'em-up path, but striving to produce original and exciting products. Thumbs up all round.



The map screen is where you plan your land policy. You can only cross the border of neighbouring countries and therefore must plan your walk across Europe and Africa with care. The ships at the bottom of the screen are invading armies who are after you. These ships can be taken out by your fleet, but you have to build one first...



Going into the corners too fast leads to only one outcome, and this is it. Now that your chariot is a bit worse for wear, you'll be glad to know that there are three types to choose from before the next race. And if a new chariot doesn't do the job, you can always pop into your opponents' dressing rooms before the race and bribe them to lose. If you do this, it might be worth having a little bet on the side, too.



It looks like diplomacy has failed, so you'd better prepare your forces for war. Being friendly and diplomatic does make it easier, and less costly in the long run, but when all else fails you just have to resort to violence.

AMIGA

GRAPHICS **86%**
✓ Superb attention to detail in all aspects.
✓ Accurate, colourful battle figures.

SOUND **84%**
✓ Most actions are rewarded with a fanfare.
✓ Highly amusing effects and battle noises.

PLAYABILITY **85%**
✓ Simple control method for diverse events.
✓ Very challenging; will last a long time.

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85%

MEGA DRIVE

GRAPHICS **88%**
✓ No different from Amiga.
✓ Excellent detail for a console game.

SOUND **84%**
✓ Spot effects bring the game to life.
✓ Loads of short, jolly tunes.

PLAYABILITY **87%**
✓ Hours of compelling gameplay.
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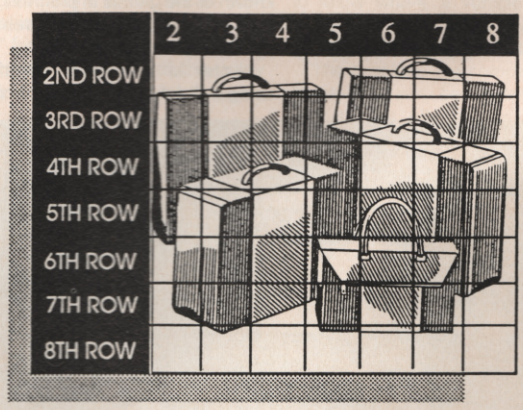

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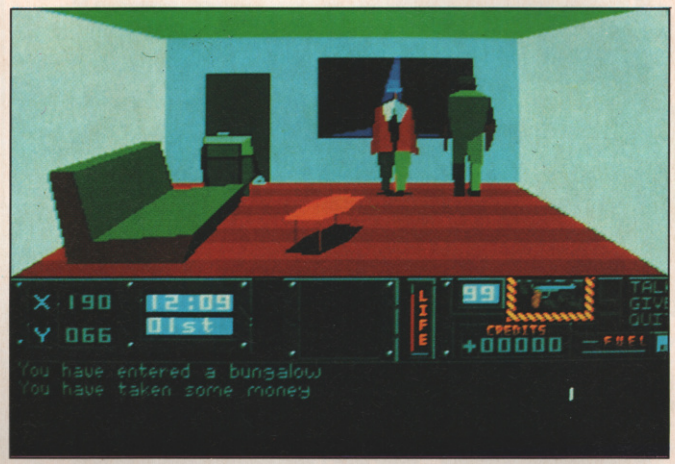
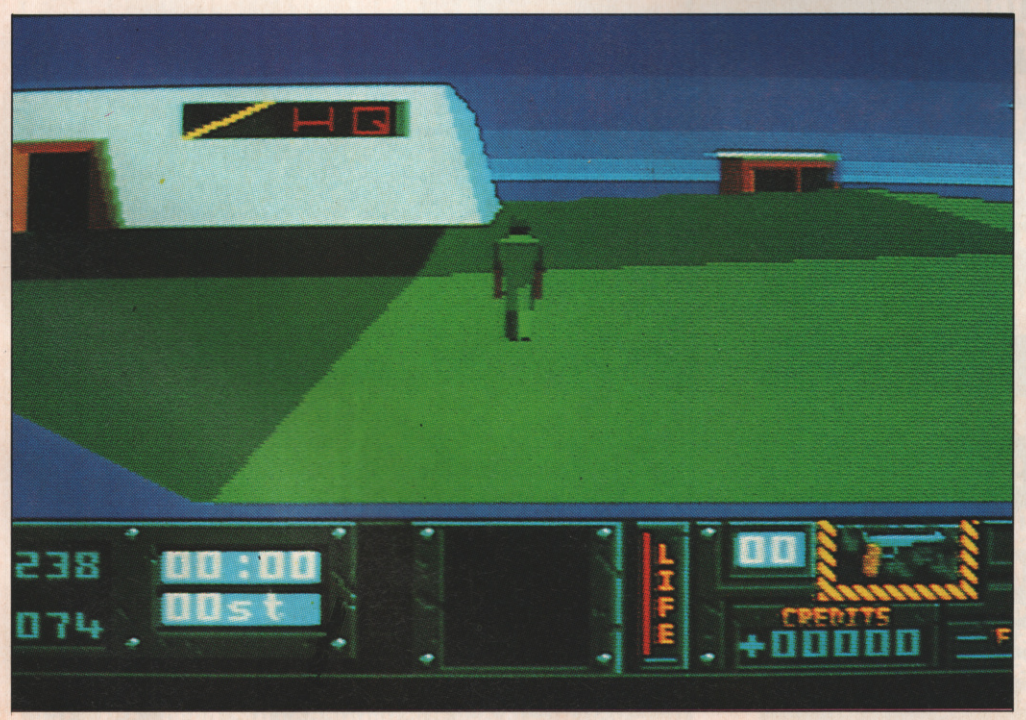
HUNTER

Les Ellis, the last true hunter, goes to France in search of Activision

You may have noticed the lack of Activision products over the past few months. This is due to the financial difficulty that they fell into last year, which resulted in them closing their UK offices. The licence for distributing Activision's games in Europe has now gone to a French outfit called The Disc Company. These forward-thinking French people hope to release all the products that were in development at the time of collapse, and design a few new ones in the process. *Hunter* is probably the best known of the games in progress, and after much anticipation now sees the light of day.

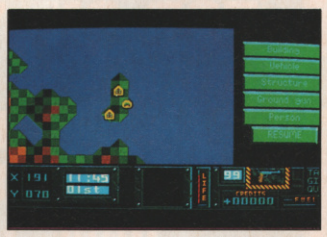
Hunter is an action adventure, using 3-D polygon graphics to create





Just because you can run over ducks doesn't mean to say *Hunter* isn't a *green* game. In fact there is very little else as you walk around the landscape. Walking is too slow, so it is best to find a vehicle that is unoccupied to acquire and use. It is probably best to spend the first few games learning how to control the helicopter as it is the fastest of the lot.

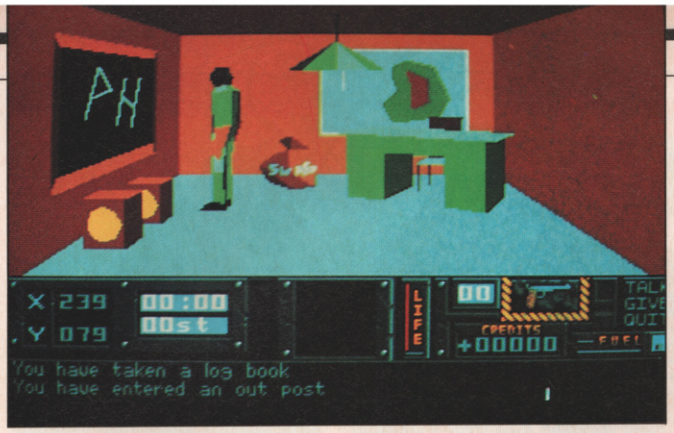
an immense world of small islands. Throughout this archipelago are various objects, buildings and people who create an area to explore and



interact with. It is within this area that your commanding officer instructs you to carry out missions against an enemy force.

The group of islands has been taken over by a tinpot dictator who has installed military bases on all the islands. Obviously, he can't be

The Hunter has now become the hunted.



allowed to get away with this, so you and a few loyal army buddies set up a small out-station from which you can plan your covert activities.

As the best-trained and most experienced of the group, you are chosen to depart on several small missions which will hopefully destroy the dictator's infrastructure. With the opposition's forces in turmoil, you can then send in a larger force to finish off the aggressors.

At the start of a mission you are given a comprehensive briefing telling you what you have to destroy, where you can find information about your target, and how long you have to do the job. If you return to head quarters within the set time, you will gain a special money bonus. The missions can range from taking out military installations to an audacious attempt to abduct and kill the enemy leader.

DEPARTMENT OF TRANSPORT

Some of the methods of transport found in *Hunter*...

Car – Found mainly on friendly islands; quite fast and easy to control.

Ambulance – Great fun for doing jumps over hills; found in the hospital (obviously!).

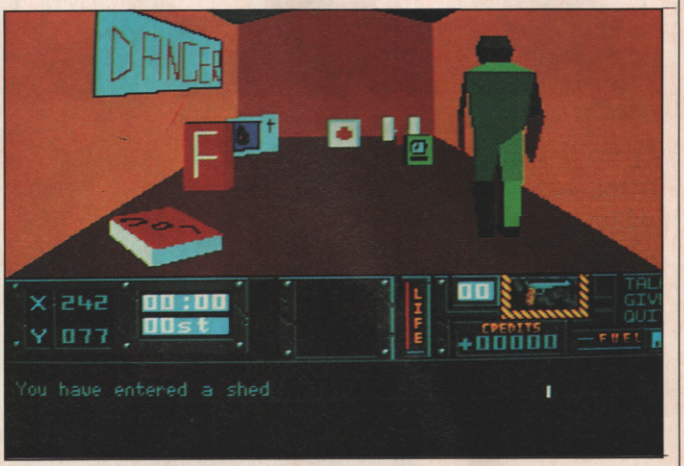
Boat – Used to travel between islands; saves you having to swim.

Bike – Found all over the place; slow but never runs out of fuel.

Helicopter – Tricky to land but very quick; normally found near flags.

Tank – Very tough but slow; useful for destroying targets.

APC – Not as tough as the tank but still useful.



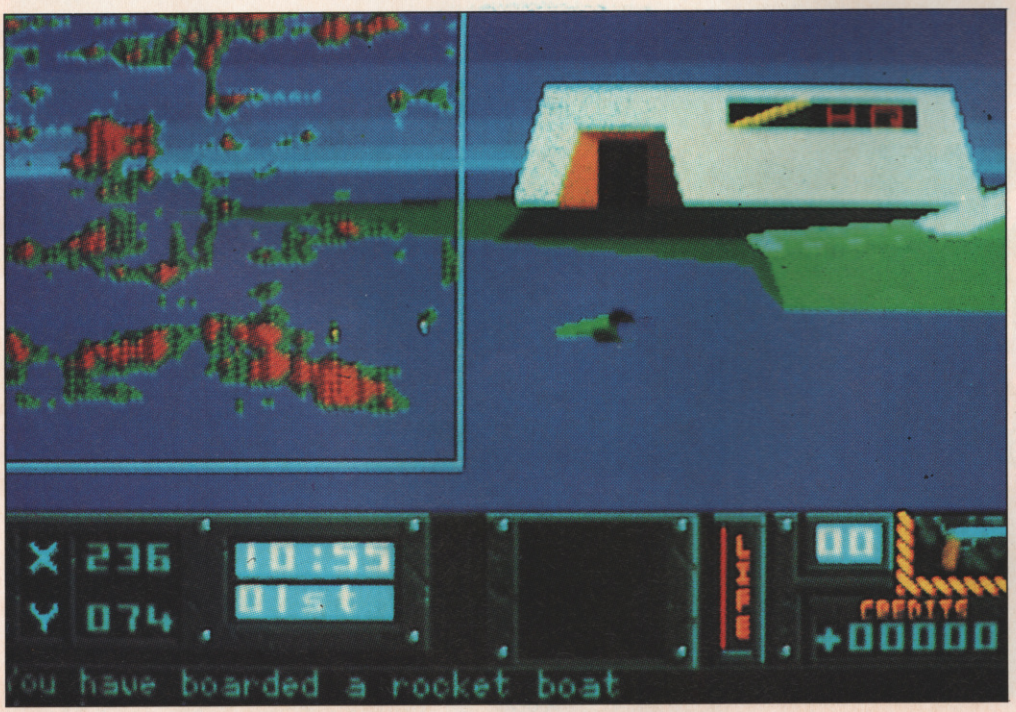
During the course of a mission, you will come across many items scattered around the ground. Some of these are useful, while others just take up extra space in your kitbag. It's best to pick up most things at the beginning, but as you progress you'll learn the importance of some objects and ensure that others are avoided to save time and energy.

Walking around is a time-consuming (not to say, boring) process, so dotted around the landscape are various vehicles which can be "requisitioned" for your use. There are untold delights in nicking one of the many modes of transport – like a luxury car, ambulance, helicopter or even the vicar's bike – and much of your game time can be spent doing just that. Sometimes it's just fun to ride around, but other times you will need to know where a vehicle is to be found and use it for a specific purpose, e.g., crossing the water.

The missions are completely non-linear and can be completed any way you like. After all, this is war and no-one cares if you run down a duck or take out a seagull. There's even a bull to get, although attacking it on foot is *not* recommended.

Hunter is a huge game that uses solid 3-D graphics to great effect. Quick looks at the game will make you wonder whether there is any game behind the flash exterior, but anyone who devotes a few hours to it will find out the delights beneath. Prepare to be completely hooked: the Hunter's coming for you.

The map is an essential aid to your mission. The first few stages of any mission are set out in the log and can be transferred onto the map so that you can see where you need to go. How you get there is up to you. How about a nice leisurely ride on a bike, or maybe a tank is more to sir's liking?



ATARI ST — ACTIVISION — £29.95 ● LATE AUG

AMIGA

GRAPHICS **82%**
✗ Lack of colour.
✓ Characters are varied and well animated.

SOUND **60%**
✗ In game music would have been soothing
✓ Lively blasting and vehicle noises.

PLAYABILITY **90%**
✓ Loads of non-linear puzzles.
✓ Easy to get into; very addictive.

ACTIVISION
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88%

The Barbery leopard was last seen in 1922. It is now presumed extinct.

LUPO ALBERTO THE VIDEOGAME

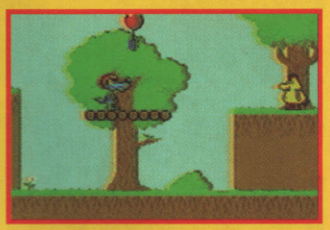
Julian Boardman does some moonlighting with an Italian wolf

After last year's *Bomber Bob*, the Idea software company of Italy have produced a licence of one of Italy's favourite cartoon characters, Lupo Alberto (or Alberto Wolf). He is something like the Bugs Bunny of the Latin peninsula, but all this howling at the moon has done something to his head. Unlike most other wolves who try to *eat* chickens, this particular wolf spends all his life trying to find somewhere quiet where he can get his end away with one, his plucky little girlfriend called Marta.

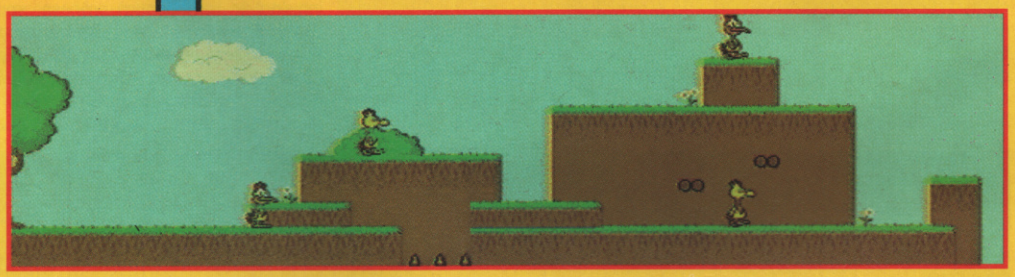
The Italians are obviously a tad more liberated than other nations in that this blatantly perverse scenario can find its way into an obviously 8-year-old orientated game. Having said that, of course, there is nothing wrong with some games that 8-year-olds play, it's the games that some play with 8-year-olds that you have to watch.

The idea is that you control Alberto – and in a two-player game your partner controls Marta – and guide him through a simple landscape, all the while looking for other chickens and rabbits to jump on and earn a bonus for. Some of these animals will fall off the bottom of the screen quite easily but others may take two or more jumps to knock off. Precision jumping is needed, though, as touching them with anything but the sole of your shoe will result in a horrible death.

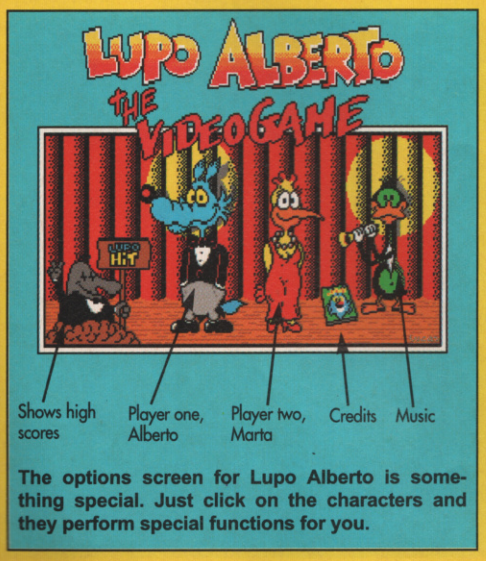
The ten levels reflect the little comic strip scenarios at the back of the manual. Two frames of the scenario are depicted in the manual, while the third is left blank for you to discover at the end of the level. Each level is timed so as to rush you along, although time never really presents a problem.



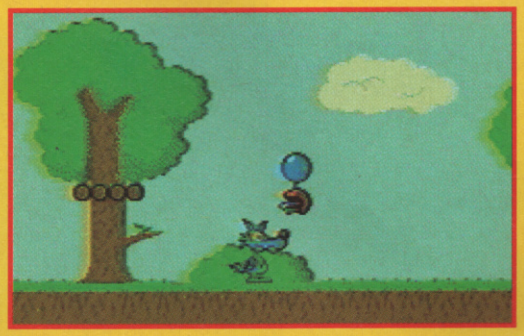
Lupo Alberto was created by a chap calling himself Silver. His real name is Guido Sivestri and he was born on 9 December 1952. Sometime in his 21st year, his life was changed when the doodles he made on the toilet paper whilst taking a dump made him village-famous, and he became known as The Only Cartoonist in Italy.



All told, the gameplay strikes you as initially quite childish, but if the idea of bouncing on chickens appeals to you, then you could be in for a treat. The limited challenge holds little more attraction than one level of *Super Marioland* – without the secret rooms – but it's all quite cute in an Italian sort of way.



The options screen for Lupo Alberto is something special. Just click on the characters and they perform special functions for you.



Here you are taking control of Marta, Alberto Wolf's favourite chicken. The balloon above you suspends a pick-up, in this case a helmet. Once picked up, the helmet will appear on your head and allow you to attack chickens from below without ruffling your feathers.

AMIGA

GRAPHICS	70%
✗ Incredibly dull backgrounds.	
✓ Attractive cartoon animation.	
SOUND	76%
✗ Few sound effects.	
✓ Up-beat and off-beat tune.	
PLAYABILITY	79%
✓ Simple and fun for younger players.	
✓ Huge levels in early Mario style.	

IDEA/SOFTWARE BUSINESS £TBA ● OUT NOW **78%**

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By John Ferrari

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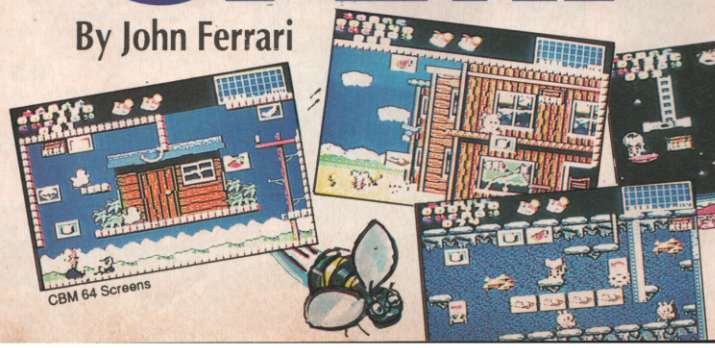

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MERCS

Time for the big guns now as this level guardian rolls out to take you on. It spouts flame, it fires missiles, and on top of all that you've only got a poxy rifle!

Being a bit strapped for cash, Matt "Finish" Ablott became a mercenary

Isn't it strange that, in the current trend of advanced computer entertainment, we still get these mindless, psychopathic war games lumbered on us time and time again? Indeed, US Gold have been one of the biggest exponents of this genre, so *MERCS* should come as no surprise. The fact that it is based on a "hugely successful" arcade coin-op is almost taken for granted – such are the times we live in.

As a member of the eponymous MERCS crack commando team, you are hired by the US government for a top secret, undercover operation in Central Africa. It seems that, while touring the country of Zutula, the inept bodyguards of the President let terrorists kidnap him. So the MERCS team is called in to clear up the mess.

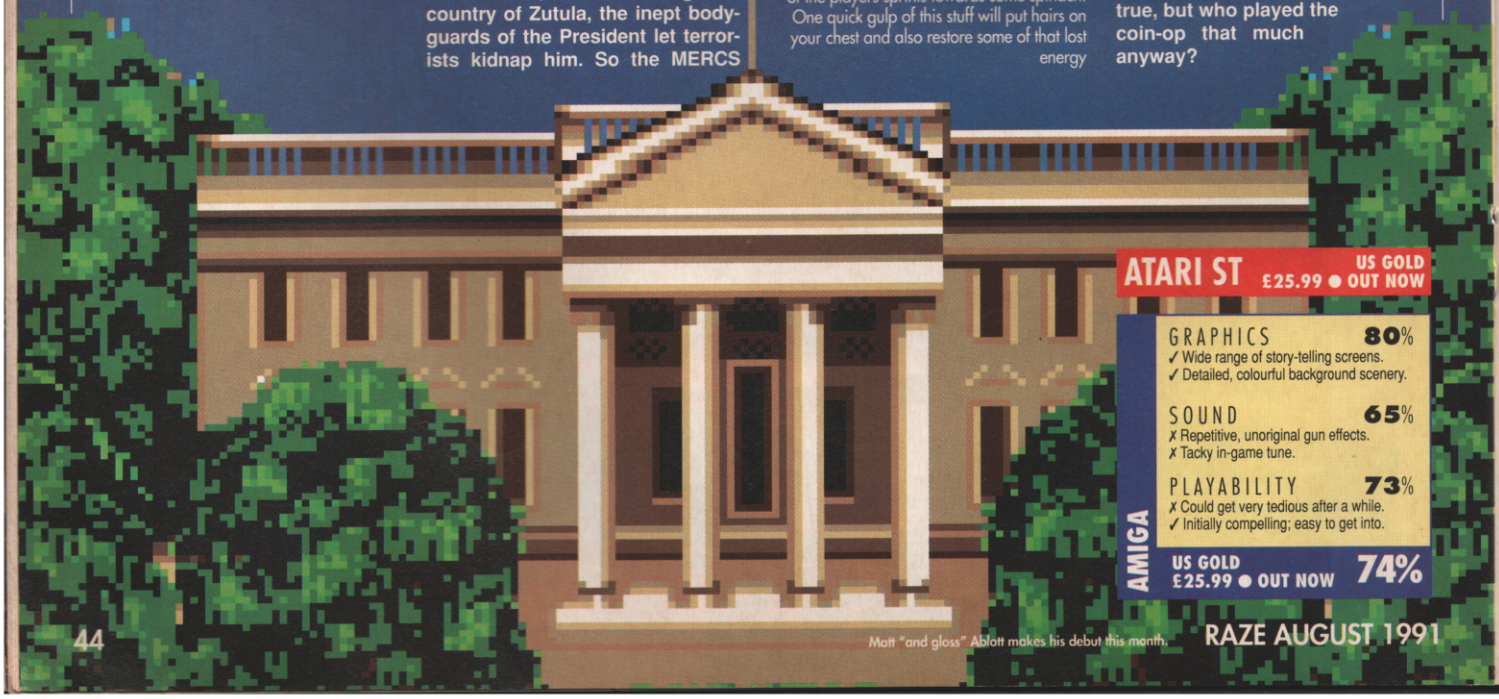
Like another favourite shoot-'em-up *Operation Wolf*, *MERCS* consists of eight missions which must be completed in turn before you finally reach your objective. The levels don't vary that much, but the implication of some sort of storyline does add urgency. A basic level involves you receiving instructions (like, "Break through enemy tank line"), shooting all-and-sundry that tumble down the screen towards you, nicking one of their vehicles, and finally confronting an abnormally large piece of enemy hardware.

Plane-spotting was never this much fun. The two intrepid, battle-hardened and incredibly stupid warriors face up to the guardian on level one.

Popeye power for the MERCS members as one of the players sprints towards some spinach. One quick gulp of this stuff will put hairs on your chest and also restore some of that lost energy

Your weaponry can be improved as you progress by collecting the machine gun add-ons, which include things such as missiles, mortar bombs and flame throwers. Extra lives, energy, food and such like also litter your path.

The play area is viewed in a similar manner to the main running stage in *Rambo*. The last level, though, changes style as you try to rescue the President from one of two rumbling trains. The graphics are all handled very competently, but do tend to give a feeling of *déjà vu*. In fact, this *has* all been seen before – and in a better form. The addition of a two-player mode adds the usual attractions, but neither player will get that much extra enjoyment out of it. The translation's pretty true, but who played the coin-op that much anyway?



Matt "and gloss" Ablott makes his debut this month.

ATARI ST — US GOLD — £25.99 ● OUT NOW

GRAPHICS **80%**
✓ Wide range of story-telling screens.
✓ Detailed, colourful background scenery.

SOUND **65%**
✗ Repetitive, unoriginal gun effects.
✗ Tacky in-game tune.

PLAYABILITY **73%**
✗ Could get very tedious after a while.
✓ Initially compelling; easy to get into.

AMIGA — US GOLD — £25.99 ● OUT NOW — **74%**

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3. KAGEKI
4. VERYTEK
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6. MAGICAL HAT
7. AERO BLASTER
8. MIDNIGHT RESISTANCE
9. ESWAT
10. JOHN MADDON FOOTBALL

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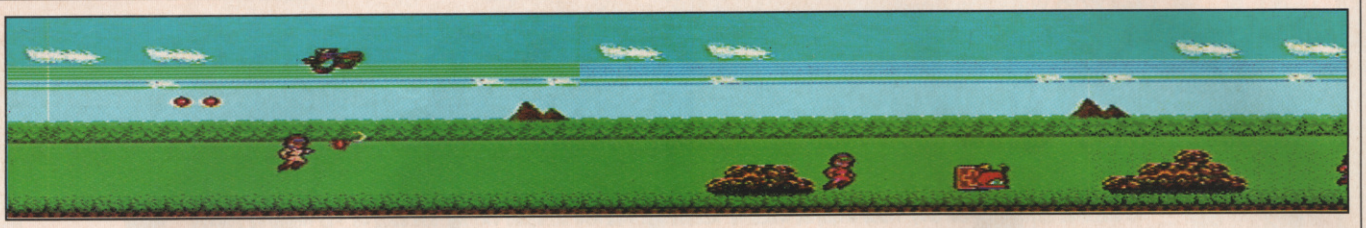


PSYCHIC WORLD

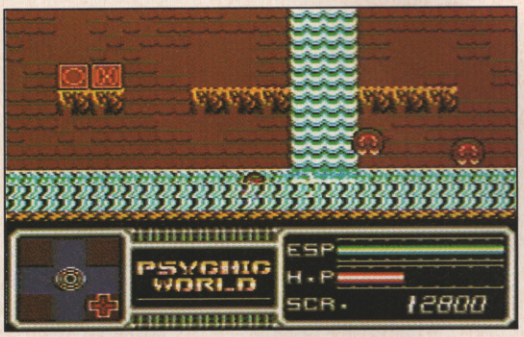
As all psychics will already know, Les "Needles" Ellis is about to meet two Japanese girls

Doctor Knavik was a strange, middle-aged man who worked alone in a very green forest. One day, Doc decided that he was so lonely and busy that he should employ two sisters to help him out and provide company. (Yeah, that's what Paul Robinson in Neighbours said too!) But the doctor had mysterious habits, often disappearing for hours on end into the deep recesses of his house. It transpired that Doc was in fact keeping genetically created monsters in his secret laboratory. One night, after a huge explosion, all the monsters escaped. While on their warpath out of the forest they happened to come across Cecile, one of the sisters, and whisked her off with them.

The gauge at the bottom-left shows which psychic powers you have ready to be used. Pushing DOWN and button II allows you to choose the required power. Each will have a different effect on various foes and their surroundings.

Now Lucia, the other sister, wasn't having any of this and decided to go after the creatures and try to get her sister back. Unfortunately, Doc was far too tired to go chasing after monsters in the middle of the night, so he gave Lucia his specially-designed ESP Booster to help her on her journey.

Each of the levels contains many different backgrounds – none of them particularly good, though. On the first level you leave the the forest outside and duck into a cave. But you won't find your sister here, there are four more levels before you are reunited.



This girl ain't no pussy, and she don't mind getting her feet wet. Go to the right of this level, jump up a few platforms and then head back the way you came to get the icons above you.

This ESP Booster gives Lucia immense psychic powers (but, strangely enough, it doesn't enable her to see where her sister has gone) and she can use these powers to defeat all the monsters that are now roaming about the forest. Unfortunately, using all this power does take its toll on Lucia's energy so it's best to avoid enemies wherever possible. If Lucia's energy does run too low to use her powers, you can often find a power-up that will replenish most of that lost energy.

While trekking through the woods, you will also come across some of Doc's stolen hardware. By picking up this, you can add weapons to your psychic abilities. However, each of the weapons can only be used successfully on certain types of obstacle. For instance, the Hydro-wave freezes moist air and turns it into movable ice blocks. The Ultra-sonic, on the other hand, should be used against any metallic obstructions you encounter.

There are five levels in total, each packed with varying monsters, numerous platforms and plenty of pick-ups. However, despite its sibling content and appearance, this game ain't no *Mario*. The backdrops range from the dire to quite good, sound is appalling and there's very little depth. In fact, if you head down to the woods today expecting an addictive, long-lasting game, you'll get a big surprise.

MASTER SYSTEM

GRAPHICS 75%
✗ Little variation in the foreground objects.
✓ Small, but varied, sprites.

SOUND 40%
✗ Annoying pinging tune plays throughout.
✗ Naff effects – reach for the volume!

PLAYABILITY 72%
✗ Only five levels; unlimited continues.
✓ ESP is a challenging feature.

SEGA
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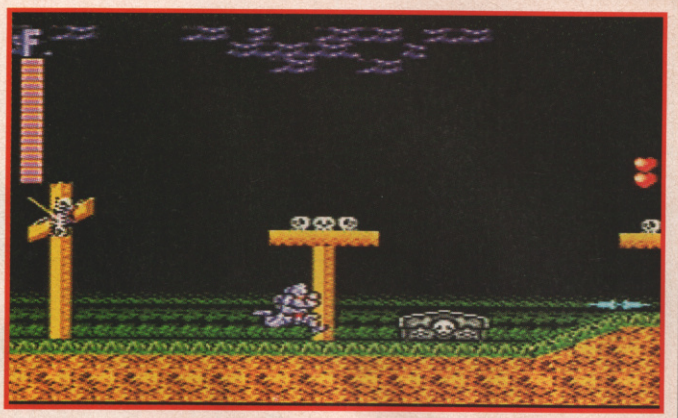
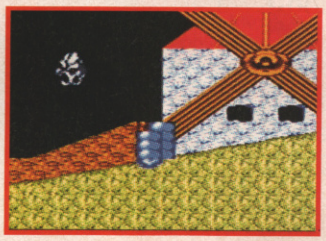
70%

The opposite of déjà vu is presque vu.

GHOULS 'N' GHOSTS

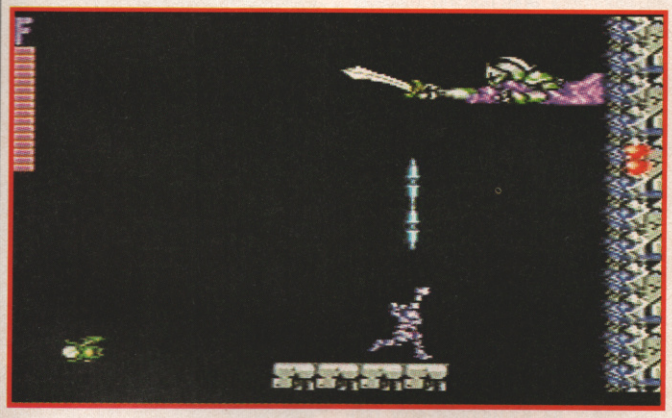
Sir Arthur has returned to the Master System. Julian Boardman dug out his steel cod-piece and joined in the fun





Sir Arthur dances about a graveyard trying bravely to find the dead centre (ho, ho!).

Apparently Arthur has been caught napping again. Having banished the Dark Prince, Loki, from the land three years ago, the old sod has returned to put the fear of something very big into the people of Lexet. Not only that but he has also kidnapped Princess Tamara, the most beautiful (and, coincidentally, richest) woman in the land. She is also single, otherwise Arthur wouldn't be wasting his undoubted talents in rescuing her.



Along the way you will come across a number of wooden chests. These are very rarely good for you (in this version) but occasionally they will reveal a suit of armour that will allow you to take three hits instead of the usual two. And, believe me, you'll need all the protection you can get in this version.

So, squeezing your unshapely body into a sweaty old suit of armour, you take the role of the infamous Arthur and set off to avenge the village and rescue the princess. Nothing out of the ordinary for this hardened adventurer.

To get to Loki's castle, you must obtain the keys to the locked gates. To do that you must first confront the huge Gatekeepers, defeat them, walk all over them and spit on their mothers' graves. All at the same time.

All this promise of exciting, horizontally scrolling gameplay made by the manual and previous versions on other formats is throne (geddit?) out of the window by this well-presented, yet unplayable, version of Capcom's awesome coin-op. I was never a great fan, but I recognised the qualities that made the Mega Drive version a best-seller. But none of those qualities are to be found here. It is simply too difficult to make even the most hardened gamesplayer (I do actually know some) give up very early. There is no such thing as a learning curve in the game logic - you immediately feel like you've hit a brick wall.

Don't rush out and buy it on the name alone; try to play it first.

ATARI ST US GOLD/CAPCOM £24.99 ● OUT NOW

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MASTER SYSTEM

GRAPHICS **76%**
✗ Blocky backgrounds and scenery.
✓ Sprites are true to the original.

SOUND **78%**
✗ Few spot effects.
✓ Wide range of spooky tunes.

PLAYABILITY **45%**
✗ No increasing difficulty; far too hard.
✗ Too frustrating to be addictive.

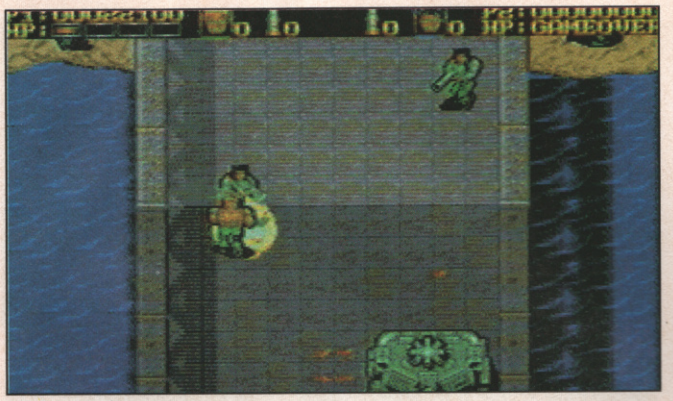
SEGA £24.99 ● OUT NOW **54%**

WARZONE

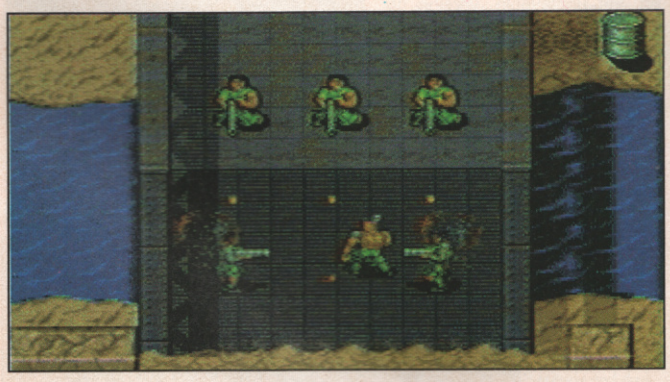
After surviving a night out at The Psychic Pig, Les Ellis learns the true meaning of a warzone

Core Design, who recently announced their departure from platform games, now show us their new direction: shoot-'em-ups. Real imaginative change of direction, guys.

Warzone is set in 1999, and world peace is once again threatened by an unknown enemy force. The enemy's forces have landed at various points around the globe with their mission to overthrow the world's leaders. The allied forces (unfortunately *not* led by Stormin' Norman) have set up a task force to defeat these desperate warriors, and you are to head it. (But if things get a bit panicky you can always call upon the help of a friend who will walk along by your side.) Unfortunately, the enemy forces get wind of your plan and manage to capture every single one of your so-called crack commando group, leaving you alone to battle forth.



Tanks for the memory! Yep, you won't forget this military hardware in a hurry. Our hero storms the bridge single-handedly. The tanks are best avoided if you're battling by yourself. Even with another player, one of you will need a bazooka.



Well, you're not so tough now, are you? Running into the middle of these five, heavily-armed men probably wasn't the best move you could have made. Fast shooting will be needed to get out of this situation and reach the other side of the bridge alive.

The game plays over an *Ikari Warriors*esque landscape, with enemy soldiers and buildings appearing from the top as you scroll the screen towards you. Also popping up every now and then are soldiers tied to wooden stakes. These sad excuses for humanity are actually your comrades who mysteriously disappeared before you set off on your mission. Bump into these guys and you'll miraculously untie them and receive bonus points. Also giving away extra goodies are small boxes which contain things like rocket launchers and homing missiles. Extra health, points, shield, etc can also be picked up by running over the icons on the ground.

The levels represent different areas of the world but the basic objective is the same on all the levels: wipe out the enemy fuel and ammo supplies and destroy the buildings.

At the end of each level you meet a giant fridge! Hah, no you don't, although that would make a change from the predictable enemy hardware that has to be overcome. And generally that's the problem with *Warzone*, it's all a bit too familiar. This makes it very tiresome to play, especially as it's unbelievably difficult. As a revamped *Ikari Warriors*, it stands up quite well – but who really *wants* a revamped *Ikari Warriors*?

ATARI ST — CORE DESIGN — £20.99 ● OUT NOW

AMIGA

GRAPHICS **75%**
✓ Large main warrior sprites.
✓ Huge smooth-scrolling levels.

SOUND **68%**
✗ No in-game music.
✓ Rat-a-tat gunfire with decent effects.

PLAYABILITY **72%**
✗ One-player mode is far too difficult.
✓ Eight long levels; wide range of enemies.

CORE DESIGN — £20.99 ● OUT NOW — **72%**

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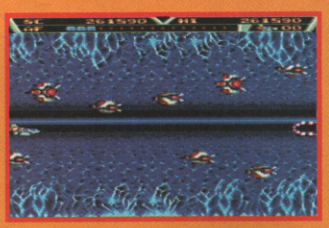
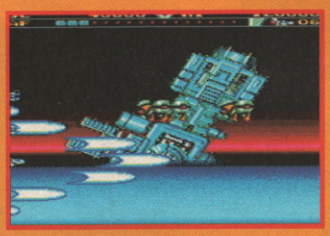
ARROW FLASH

Bring out Les Ellis; cleans floors in a dash

There are few things in life more annoying than being mistaken for someone else. But this problem has been the bane of the Zorgons' lives. For years people have thought of them as the creature that appeared in Clash of the Titans (a most unfortunate choice of films for a young Harry Hamlin), but now they are out to set the record straight. For the Zorgons are, in fact, a group of the most ruthless and merciless individuals you will ever meet. Now, in an attempt to put their stamp on the crime world, they are to try the most dastardly plot imaginable.

For ages the Zorgons have been planning a raid on top scientist Dr Schwinn's space lab. The aim behind this assault is to capture the time machine on which the doctor has been working. With this in their hands, there is nothing to stop the Zorgons going back in time and changing history to benefit their own megalomanic needs.





However, their recent charges against the heavily armoured buildings proved unsuccessful. The Zorgons then came up with another plan to obtain the machine. They kidnapped the doctor's wife and hoped that he would succumb to their demands. But the doctor wasn't having anything of it, so the Zorgons brutally murdered her in a last, desperate attempt to gain the time machine.

The Zorgons try to get flash with the doctor but he's having none of it as he turns his meek little shuttle craft into a lean, mean killing machine. Make sure that you shoot the red balls before you fly into them to collect the power-ups.

The doctor was normally quite a peaceful chap, but the murder of his wife brought out rage that even he could not contain. So using his immense technical knowledge, the doctor built a ship and armed it with the very latest in combat technology – even the Arrow Flash unit, a device that was previously untested due to its uncontrollable power.

With just fading memories to remind him of his beloved wife, Dr Schwinn jumped into the plush cockpit and vowed to rid the galaxy of the Zorgon crime syndicate. Their immense headquarters lie just five travel zones away from Earth, and each of these areas will need to be passed if you are to stand any chance of penetrating their mighty fortress.

Yet again this game takes the format so familiar on the Mega Drive, that of a horizontally scrolling shoot-'em-up. The game's only merits are that the end of level guardians are particularly strange, and there are only five levels to endure. I have the feeling we haven't seen the last of this genre yet...

Some of the backdrops are real eye-poppers. All of a sudden an easy horizontal level can start scrolling upwards, creating more than a few nightmares for the novice player.

MEGA DRIVE

GRAPHICS **70%**
✗ Headache-enducing backdrops.
✓ Huge end of level bosses; weird sprites.

SOUND **73%**
✓ Pulsating sound effects.
✓ Entertaining background ditty.

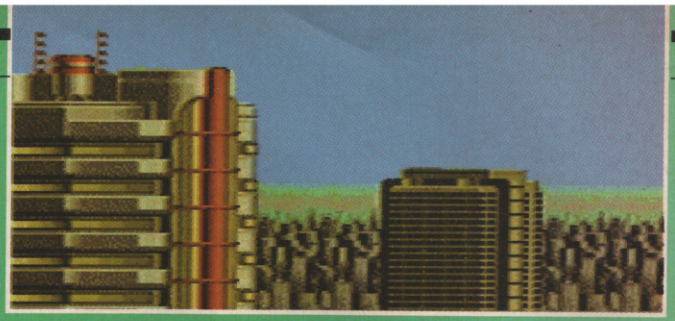
PLAYABILITY **74%**
✗ Five main levels present little challenge.
✓ Usual addictive qualities for a sh'mup.

SEGA
£34.99 ● OUT NOW

73%

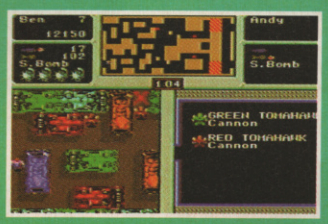
CRACK DOWN

Julian Boardman asks if the government will produce a policy document on what they are going to do with all these mad scientists before the next General Election



You actually only see the action in one of three sections of the screen. Another section is taken up by your partner when in two-player mode. The remaining third is occupied by the map and status bars for each player

Well, you have to admit that it is getting a bit silly. This must be the 156th mad scientist in the last two years who has fancied a bit of world domination. You'd think they would have learned to spot the tell-tale signs by now: wild grey hair, slightly balding, loose-fitting round-lensed glasses, and leather patches on the elbows of all their jackets. Not difficult to spot, but it looks like bureaucracy gets in the way every time.



Some of the later levels use many moving conveyor belts just to make things really difficult. Should you fall off one of these, you will probably plunge to a hideous death.

Between each level, a number of narration screens appear to tell the next instalment in the story. Will Mr X, the mad professor, escape? Or can the two brave secret agents plant the bombs in time to destroy his city?

This particular mad scientist, known only as Mr K, had a particular knack for creating robots for the military. They were good ones, too, but he started getting ideas above his station and thought of using his Artificial Life System to his own ends, i.e., wiping out the human lifeforms on the planet and turning the place into his own computerised playground (apparently his girlfriend had just dumped him, and these scientists are terribly emotional).

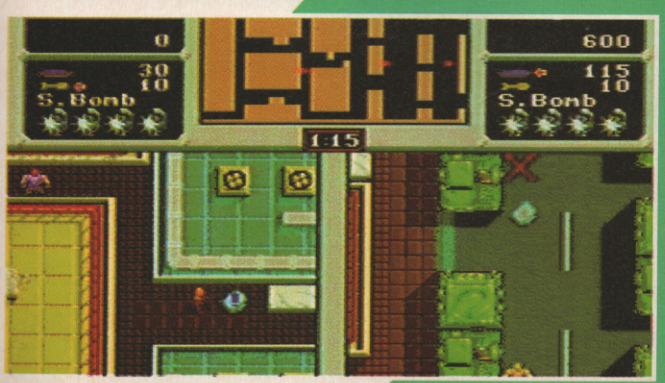
Mr K (no relation to *Special* K) bunked off his job for a couple of years and started building the first experimental city with government funds – but without their knowledge (shame on him!). However, being a genius he was also a tad absent minded, and he just happened to leave a pile of notes that was almost enough to incriminate himself. Unfortunately, the government couldn't make the charges stick and the professor escaped back into his city to plan more evil deeds. But no-one is above the law, not even in America, and the matter was handed over to the FBI to pursue the matter.

The Bureau decided that there was only one course of action left to them: Mr X and his bastard creation must be destroyed. So the top brass called in Ben and Andy, two of the top secret agents in the land, to handle the contract. Their mission is to penetrate the city, and place deadly Clystron bombs at strategic locations conveniently marked by a huge red X. In doing so, they hope to raze the city and kill Mr X in the process.

All this amounts to split-screen, top-down action involving following a map, planting the bombs (which are automatically placed) and hugging the walls so as not to get shot. The problem is that as you get further into the city, the maps get more complicated and the robots get stronger and more devious. One of the robots even saws through walls to get to you. Later on, traps begin to appear and you even have to work out the odd little puzzle, e.g., how you might get across a yawning chasm.

It's excellent fun but isn't best suited to the Mega Drive's eight-way joypad. The coin-op on which *Crack Down* is based is getting old now, and the arcade-perfect graphics just remind you of its age. Similarly, the sound isn't stunning, but seems to suit the gameplay nonetheless and comprises many tunes and effects. The strongest element of *Crack Down* is its two-player option, which splits the screen and makes full use of the play area. Here you can have some real fun as both players combine their attack on Mr X's city. Even better is the options screen which allows you to give yourself nine lives and six continues. (I'm just an old cheat at heart.)

Very old, but all the crucial elements are still there.



A tough nut to crack.

AMIGA US GOLD £24.99 ● OUT NOW

ATARI ST US GOLD £24.99 ● OUT NOW

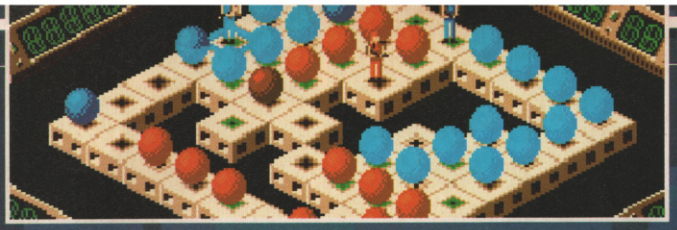
MEGA DRIVE

GRAPHICS **79%**
✗ Little variety within the levels.
✓ Small, active sprites cram the screen.

SOUND **81%**
✗ Poor, muffled speech synthesis.
✓ Heaps of tunes and effects.

PLAYABILITY **78%**
✗ No password system to avoid early levels.
✓ Fun dodging robots and their bullets.

SEGA £34.99 ● OUT NOW **78%**



THE BALL GAME

Les Ellis makes a balls up of yet another puzzle game

ZOO LOOK

Electronic Zoo were set up nearly two years ago. In that time they've managed to release this little collection of "stonkers" to light your fire.

Battle Squadron

Viking Child

Treasure Trap

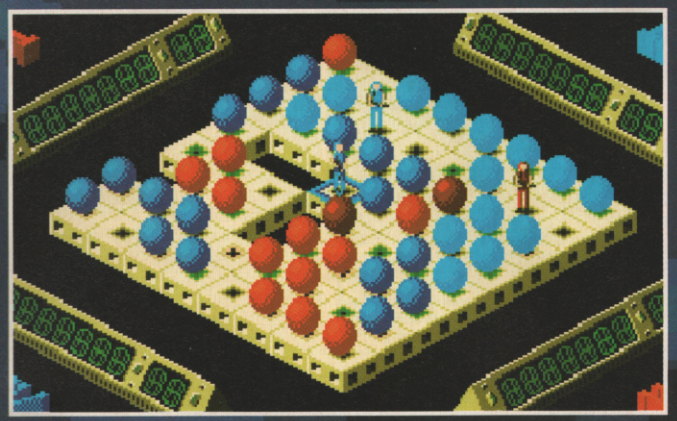
Xiphos

Eco Phantoms

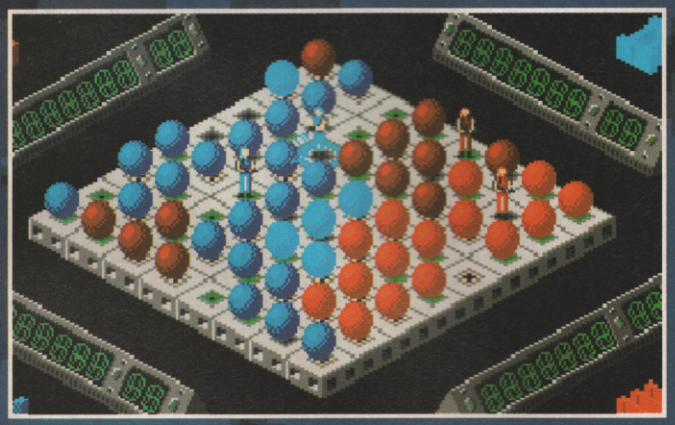
Germ Crazy

The Ball Game

This is the opening grid, and the four players wait in their corners for the action to begin. Any number of the players can be computer-controlled, with their difficulty spanning four levels.



They say that simple is often best. *Tetris*, *Loopz* and even *Kick Off* are all testament to this. Nowadays, every software company has their own simple puzzler: Ocean and US Gold have their *Pangs* and *Vaxines* while Infogrames continue the saga with *Welltris*. Not wanting to be left out of the action, Electronic Zoo have followed like sheep and entered their own contribution to hours of frustration and unleashed *The Ball Game*, a game to enrage even the mildest gamesplayer.



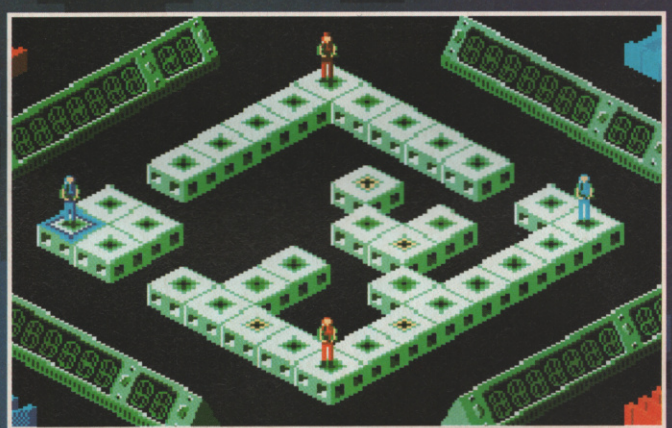
The grid is starting to fill up now and every move becomes more important. The light blue player has just made a jump and is busily colouring all the balls surrounding him. The orange player will need to teleport out of his enclosed situation if he's to continue.

Each player is represented by one of the elements: earth, fire, air or water. Each player's aim is to take a set of balls around a grid, depositing them where possible to cover as much of the whole grid with their colour ball. Sounds simple, but then these games always do.

Walking around depositing balls behind you is fun in itself, but the real strategy starts when you encounter an opponent's ball. You now have the choice to either jump the obstructing ball or transport to a random square elsewhere on the grid (obviously, if there's no empty square to jump into, you have to teleport) Jumping is the most important part of the game, as when you land you turn all the balls in squares adjacent to the one you occupy into your colour. Still simple, you may think, but it doesn't stop there.

The confusion continues as each square in the grid contains its own colour. The colour affects the points gained by placing a ball on it. So even though you may occupy the most squares, you may not necessarily have the most points. The game ends, and scores are totalled, when all the squares are full with balls, or there are no spaces left to teleport to. There are 100 differently shaped grids to play over, so you won't be completing this one overnight. There's also a useful option allowing you to go directly to any of the levels, without having to play through the previous ones.

The Ball Game is an interesting concept in puzzle games and one that is executed quite successfully. My only worry is that *The Ball Game* is really a multi-player game, single players would soon get frustrated enough to give up.



There are three methods of control: keyboard, joystick or mouse. The latter is by far the easiest as the game just consists of moving the pointer and clicking on a square. This is level 90.

ATARI ST — ELECTRONIC ZOO £25.99 ● OUT NOW

GRAPHICS **65%**
✗ Main characters are too small.
✓ Good 3-D effect on the game grid.

SOUND **63%**
✗ No in-game music.
✓ Loads of decent spot effects.

PLAYABILITY **75%**
✓ 100 directly accessible levels.
✓ A minute to learn, a lifetime to master.

AMIGA — ELECTRONIC ZOO £25.99 ● OUT NOW **74%**

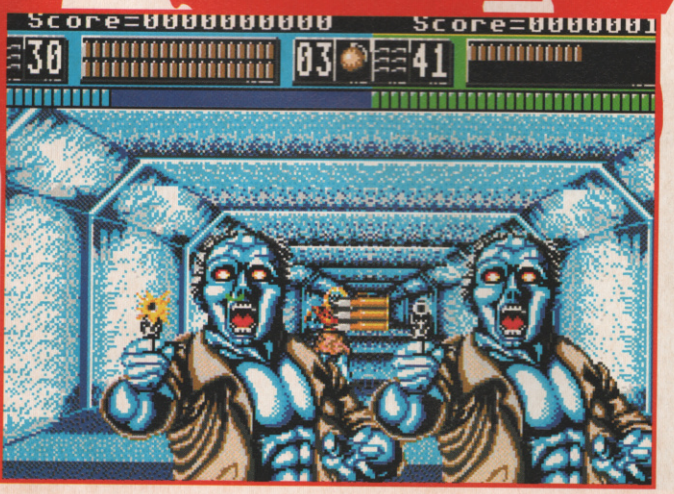
There are acupuncture points on the body for boils, alcoholism and nymphomania.

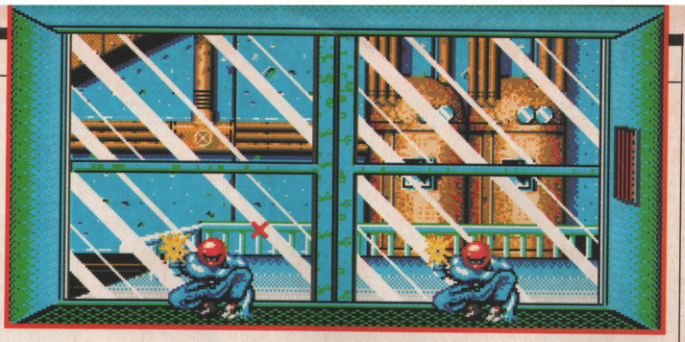
BEAST BUSTERS

Julian Boardman shouted "Who you gonna call?" and no-one answered

This game is basically *Operation Wolf* with zombies. No-one has actually told me why a city has been invaded by zombies, nor why you have been pressed into service as zombie-blaster extraordinaire Miles Hunt. So as Activision have failed to supply me with a scenario, I now present three possibilities. Take your pick!

The subway may look deserted but it will soon be swarming with the undead.





After the subway you have no choice but to take the lift through the shopping mall. The guys in helmets will do their best to stop you, and if they don't, the x million zombies behind them will.

Scenario A

George Romero has gone mad. But having made some shrewd investments on the stock market after the cult successes of his movies featuring zombies, George is now a multi-millionaire. But with wealth often comes loneliness. And with loneliness usually comes insanity. The only person who can now talk to George (without his being thrown into a fit of convulsions) is his witch doctor Zantha. George, according to the witch, subsequently handed over complete control of his estate to Zantha.

Zantha then proceeded to spend all the money on hiring private detectives to chase around the world looking for rare ingredients for a potion. The faithful Zantha felt that, with a concoction of these goodies, she would provide a fitting tribute to George's neglected work: an invasion of zombies.

Meanwhile, Miles Hunt is sunning himself in Birmingham after a long, hard tour of duty trying to fight Johnny Foreigner in the Middle East. Miles is known as one of the bravest men ever to pick up an Uzi. As soon as word reaches him of the zombies' invasion of New York, he offers his services to the US government who are more than aware of his bravery and fighting skill – they know he won't fall apart. He is the only man for the job.

The government kits him out and sends him into the city, where he is confronted by the most hideous horde of zombies ever seen.

Scenario B

Birmingham City Council are on strike. Not for three months have the bins been emptied, the roads cleaned, or the graves tended! The occupants of the latter are more than upset at this and take matters into their own dishevelled hands. They raid the local gun shop and begin to take over the city in an attempt to get the striking council workers back to tending their graves. After all, what have they got to lose, they're dead already!

Miles Hunt, the mild-mannered school teacher with military training, falls asleep in the middle of one of his classes. Suddenly, he awakes startled. Before him are empty desks – and outside an empty city. He is alone in a city of undead, only he and the school Uzi (artistic license) stand between the zombies and Birmingham becoming a city full of undead. (Anyone who has been to Birmingham recently will realise that he failed. Whoops – there go all the Birmingham readers.)

Scenario C

It doesn't really matter as all you really need to know is that it is up to you to hide behind a phallic extension of a gun and blow to bits everything you see that has a bit of putrid flesh hanging off.

Action takes place over seven levels of gore-packed machine gun shooting. There's a combination of into-the-screen scrolling, and horizontal and vertical scrolling, as you try to clean the city of all the rotting undeadness. Each of the seven levels ends with a boss zombie, designed to cause maximum disgust as they all have a vom-factor of one million plus.

It can be either one- or two-player as you guide your cursor around the screen carving the zombies in half and picking up supplies à la *Op Wolf*. All of this happens in truly gruesome colours with some quite gory sprites as the zombies get ripped to shreds by your machine gun fire. Escapist hokum, but fun nonetheless.

ATARI ST — ACTIVISION £25.99 ● OUT NOW

AMIGA

GRAPHICS	79%
✗ Naff, repetitive backgrounds.	
✓ Very, very gory – even for Les!	
SOUND	75%
✗ The tune leaves much to be desired.	
✓ The odd squelch of death adds life(?).	
PLAYABILITY	79%
✗ No variation – just constant shooting.	
✓ Combination of scrolling techniques.	

ACTIVISION £25.99 ● OUT NOW — 79%

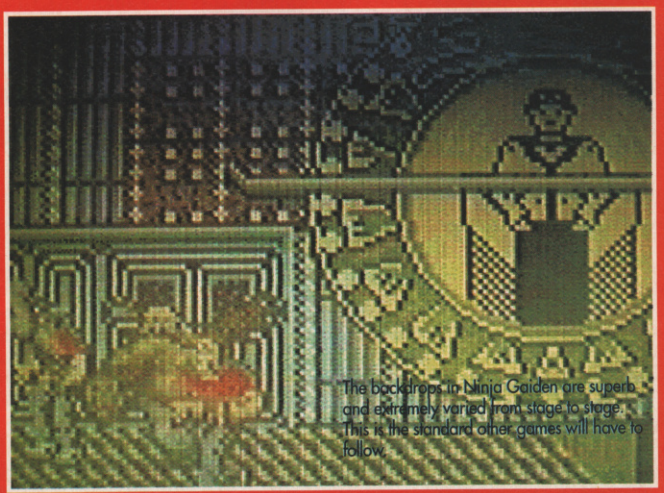
A man's not a man if he doesn't have the beast inside.

NINJA GAIDEN

Les Ellis fights his way through the hottest thing to hit the Lynx since he dropped it on the heater

If the name *Ninja Gaiden* doesn't ring a bell try *Shadow Warriors* – different name, same game. The Tecmo coin-op, *Ninja Gaiden*, was awarded US Arcade Game of the Year in 1990. The computer versions released in the autumn of 1990 gave Ocean a chart-topping hit to contend with. Now there are two console versions coming your way, too: the Nintendo version next month and the long-awaited Lynx version. This is arguably the first major game that Atari have licensed for the Lynx, and could finally establish it as the number one hand-held machine it technically deserves to be. We have the machine, and now we have the software.

It seems that America is relaxing its immigration laws and now allowing any old person to live in the States. Unfortunately for them, the hope that foreign business would relocate has back-fired and allowed many evil and despicable characters into the country.



The backdrops to Ninja Gaiden are superb and extremely varied from stage to stage. This is the standard other games will have to follow.

Bored with his life in China, an Oriental demon has arrived in New York with the aim of making it the criminal centre of the world. Being the Big Apple, there are plenty of people around who are more than willing to help him reach his goal. The demon has managed to assemble a team of highly-trained hoods to go about the city spreading crime. Skilled in the martial arts, these bully boys are having no trouble making the streets their own. A new breed of hero is required; big muscles no longer guarantee your safety on the streets.

Meanwhile, back in Japan you are training at your local club, the Ninja Gaiden. However, this is no ordinary club, it is very exclusive and you need very specific qualities to join. To join the Gaiden you must be proficient in the five secret ninjitsu techniques: the triple blow combination, flying neck throw, hang kick, phoenix backflip and tightrope technique.

When the club members hear of the terrible goings-on in New York, they decide that someone from their clan must go to the city and resolve the situation. Due to the members of the Ninja Gaiden being so tough and hard, only one person is needed for the job. It is decided that you, as the most experienced member, should sort

Left: scenes from the second stage in the Lynx version of Ninja Gaiden. Here you come under attack by the gruesome tree-swinging giant. On his own he's dangerous enough, but with his three thug friends alongside, you're going to have to work damn hard to stay alive. During your travels through dangerous downtown New York, you can collect extra energy, lives and time; pick up a very useful sword, and collect bonus points. Most useful is the sword as one swing in the right direction will waste anything in its path. With four or more attackers on you this can prove invaluable. These power-up items can only be collected on smashing the various crates, casks, telephone boxes, tables and other items that lie in your path. You can't break them by punching or kicking, but instead must hurl an enemy in the general direction.

Throughout the game you'll encounter beautiful static screens like the one above and the one to the bottom left of this page. Most impressive is the Continue screen (above) which features a circular saw steadily lowering onto an imprisoned ninja.

out this demon and his henchmen.

Arriving on the American streets, you are immediately attacked by the demon's minions who mistakenly view you as a pushover. But these suckers are in for a shock, as you start to mow your way through their ranks, leaving their dismembered bodies littering the streets. If you manage to kick or punch the bad dudes onto any of the boxes lying around the streets, icons miraculously reveal themselves. By walking into these, you can obtain extra points, lives, energy and swords. The sword is a weapon of awesome power but only lasts for a short time, so use it wisely.

Five sectors of America must be cleared if you're to get to the central headquarters of the Oriental demon. Each sector contains one main hoodlum who has special moves and power requiring a different approach from the last.

Ninja Gaiden is undoubtedly a polished game. The amount and execution of moves is top-notch, making the game a pleasure to watch. The three continues aid your progress through the game, and help even the dumbest of players appreciate the game's content. However, all the bashing and blowing does seem to be a bit random. No real skill is required to get past most hoods (even the level guardians). Whether you actually kill them depends more on the Lynx than on your own gaming prowess.

One major feature that is lacking from this version is the two-player option. While the one-player game is great fun, a two-player simultaneous game (as seen on the 16-bit computer versions) would have done the lastability no end of good. There is no excuse for this on the machine that, more than any other, boasts link-up capabilities.

If you liked the look of the computer versions then you won't be disappointed. Similarly, if you liked the sound of the arcade version, the Lynx supplies the goods. And there's plenty of playability to keep you going until the next major Lynx release.

NES NINTENDO
£29.95 ● OUT AUG

ATARI LYNX

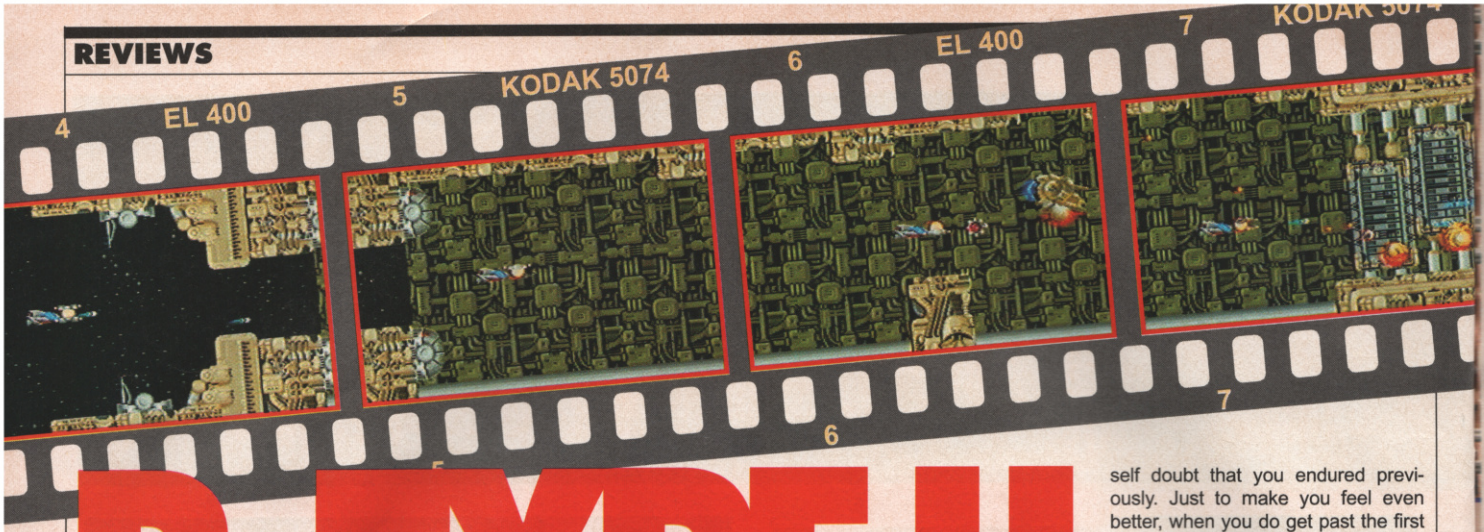
GRAPHICS **93%**
✓ Amazing attention to detail on scenery.
✓ Great continue screen; detailed sprites.

SOUND **85%**
✓ Bashing effects add to the atmosphere...
✓ ...created by the in-game music.

PLAYABILITY **90%**
✗ No two-player link-up!
✓ The best beat-'em-up on the Lynx.

ATARI
£29.95 ● OUT JULY **91%**

...which can run up to speeds of 40mph.



R-TYPE II

The game that spawned a thousand clones has now cloned itself. Julian Boardman wonders why it wasn't called S-Type...

The evil Bydo Empire that you so fearlessly despatched back to whence they came has now whenced its way back to hassle the universe once more. It is up to you to jump back in your fully refurbished R-9 fighter and plough through the hordes of evil creatures, robots and other big ugly things that defy description, to the Bydo home planet. When you reach it, you must kick their arses from there to eternity – trying not to get your boot stuck in the process.

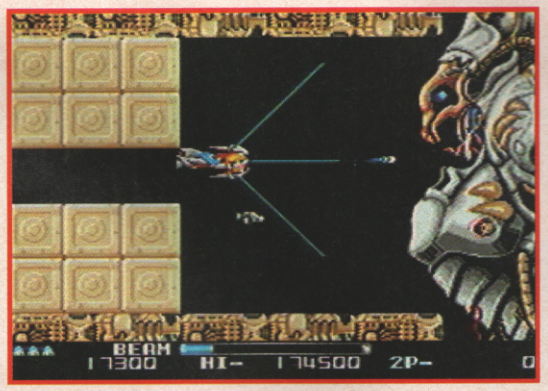
All this high octane no-unleaded-here-thank-you-very-much style action takes place over five levels: the refinery, the underwater cavern, the city, the puzzle level, and the Bydo home planet. Each level has a huge bugger of a guardian at the end of it that is nigh on impossible to kill. By then, of course, you'll have been up and down the stairs three times to retrieve the joystick you have sent sailing out of the window on numerous occasions.

Now I'm not saying that it gets frustrating to the point where you need one of those nice linen jackets with the long sleeves and buckles or anything, but it does take some getting used to. Initially the R-9 moves with what seems like an unprincipled amount of sluggishness, and it takes time to get used to this as well as the unprecedented amount of fire power aimed at you. Hardened shoot-'em-up addicts may not find this too much of a problem, but jack-of-all-trades gamers will find themselves struggling on the first stage!

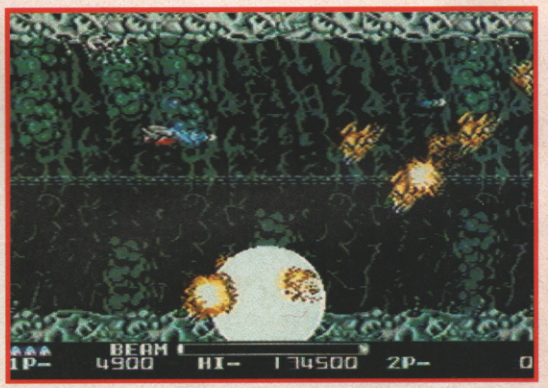
Once you can regularly get past the first level, the feeling of satisfaction that wells up inside you is worth a lot more than all the hassles and self doubt that you endured previously. Just to make you feel even better, when you do get past the first level the bonus for blowing up the guardian puts you within easy reach of the preset high score.

Graphically, *R-Type II* looks like the two-year-old game it is; some nice detail but the sprites and colours just don't have a modern look to them. The programmers could argue they were being faithful to the coin-op, but it is supposed to be a conversion not a homage.

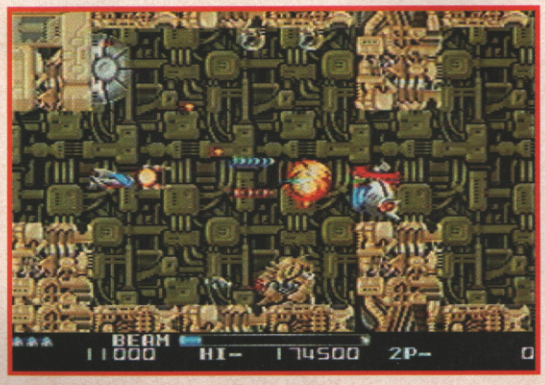
The sound again lets it down, but all is saved by the gameplay. All the features of the coin-op are here. The much-loved (and much-copied) power-ups – front pod, bounce laser, terrain-huggin' bombs, flame throwers – are all here. This makes the game a cut above the rest in terms of gameplay and at the end of the day brilliant graphics a game do not make.



Just into the cavern on the first level and aliens start to rise from below you. Luckily, you've just picked up that useful nosecone thingy that came in so useful in the first game. Roll on level two...



At last, you've made it onto level two. If you shoot those enemy ships, they will explode into flames. But watch yourself as they fly towards the ground, for they can still take you out.



Just into the cavern on the first level and aliens start to rise from below you. Luckily, you've just picked up that useful nosecone thingy that came in so useful in the first game. Roll on level two...

ATARI ST ACTIVISION £24.95 ● OUT NOW

AMIGA

GRAPHICS 74%
✗ Dated and tired sprites.
✓ Good detail on foreground scenery.

SOUND 59%
✗ Better turned off.
✓ Few effects to dazzle and delight.

PLAYABILITY 87%
✓ Tough and challenging for most gamers.
✓ Addictive after the initial difficulty shock.

ACTIVISION £24.95 ● OUT NOW **85%**

Why didn't Sharon and Tracey go out with the alien? "Because he wasn't R-Type."

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import PRAW

AUGUSTA NATIONAL GOLF

NINTENDO ● £45

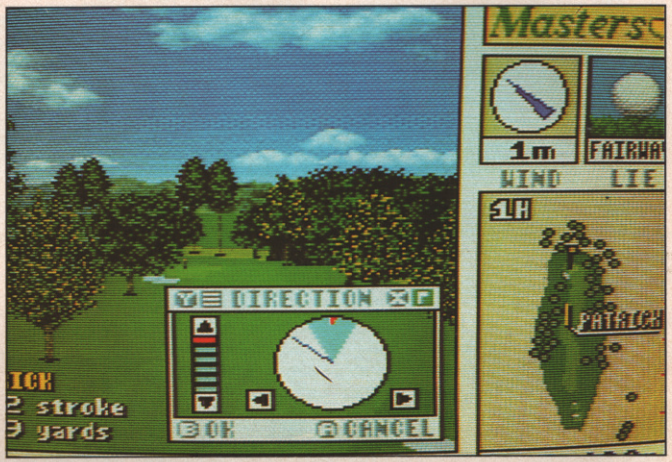
There are now two golf games for the Famicom, *Hole in One Golf* and *Augusta*. The former has yet to reach these shores, so until we get the chance to weigh up the competitors, I'm sure all Super Famicom owners will be more than happy with the latter.

As the title suggests, the game is played on America's world-renowned national golf course of Augusta. The designers have gone to great lengths to inform us of the accuracy of the course, with photographs of each hole and overhead shots of the whole course. Of course, the programmers should have realised that 99.9% of the buyers won't have the slightest idea if the course is 100% accurate or not. But due to the large number of people involved in the *Augusta* project, the programmers could afford the luxury of time and have devoted many months to compiling course data.

The game follows the familiar format of selecting shot direction, club and stance. Then control switches to a small, circular meter which determines the power of the stroke. As soon as that's set, a small dot progress from left to right down a golf ball. This allows you to set the slice/hook and whether you chip or top the ball. Obviously, it takes a lot of skill to master both these meters, and until then you will find yourself hitting the ball all over the course. This game is certainly not easy.

The course is something special. It is constructed using the Super Famicom's innovative Polysys chip, a special integrated 3-D processor which creates every view of the course from the co-ordinates given to it. This means there is no re-drawing of holes as such, although the screen does take a small amount of time to flash the whole picture onto the screen if you move from the normal viewing angle. Each of the holes is packed with scenery, like trees and bunkers, which makes the graphics all the more impressive.

Once you've progressed up the fairway, you will eventually reach the green. Here again, the game uses a neat graphical approach to help you view the contours of the ground. Before each shot a wireframe view of the green is displayed, similar to that in *PGA Tour Golf*. When you do finally get the little white ball down the hole, you will hear the best sound effect of the game as the ball bobbles into the ground. Sadly, this and the water splosh are the only decent bits of sound in the game, which for instance, you can choose to preview the whole course in the wireframe contours mode. Or, perhaps, you might like a bit of advice from a pro – although it's all in Japanese.



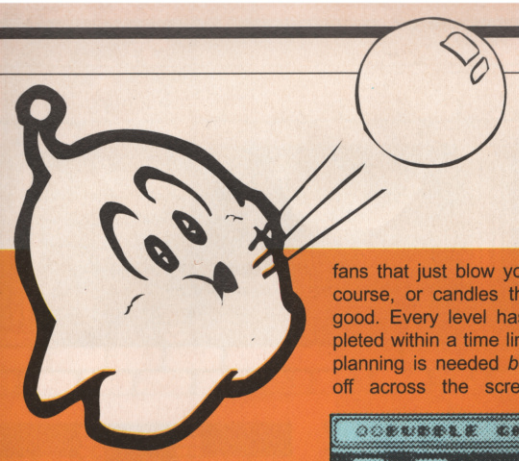
These outstanding graphics are produced using the Super Famicom's Polysys 3-D graphics chip. Just pop in a few co-ordinates and leave the SF to do the rest for you. Many people think cities of the future will be designed using this technique.

Atlanta National Golf is the first of the golfing games to appear on the SF. It sets a high standard for others to follow.

As well as being the most detailed golf sim I've seen, *Augusta* also plays brilliantly. The graphics of the players are incredibly lifelike and combine well with the detailed backdrops. There are also some great digitised screens of the clubhouse etc, which only enhance the atmosphere.

If you've wanted a decent golfing game for your Super Famicom, you could do a lot worse than *August National Golf*. I can't wait to see what *Hole in One* does to compete with this.

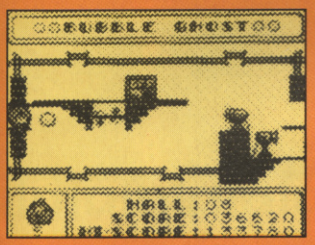
SUPER FAMICOM 96%



BUBBLE GHOST

FCI/PONY ● £25

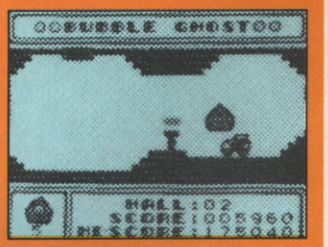
Here's the Game Boy conversion of that Infogrames classic *Bubble Ghost*. The idea is to guide a very delicate bubble through 35 rooms



of a haunted mansion. This may sound easy, but there are a few drawbacks. The main one being the fact that if your bubble touches anything it will burst, losing you one of your five lives.

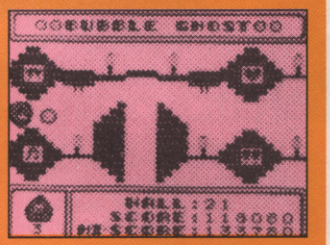
In order to manoeuvre the bubble, you – the ghost – must blow on it in any one of eight directions. The power of your puff is varied by the length of time you hold down the button.

Each level contains its own treacherous traps, whether they be fans that just blow your bubble off course, or candles that pop it for good. Every level has to be completed within a time limit, so careful planning is needed *before* you set off across the screen. This all



makes for a very frantic game.

Bubble Ghost is an ideal candidate for conversion to the Game Boy. The mix of puzzles and arcade action makes the game very addictive. The graphics are detailed



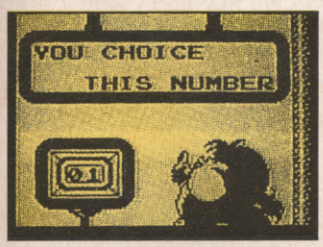
enough, and don't suffer from the Game Boy's lack of colour. The only blemish on this otherwise perfect game is the slightly ropey sound. With 35 rooms and no password system, you won't be completing this game overnight.

GAME BOY **84%**

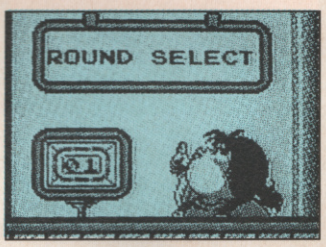
ICEBOUND

HUMAN ● £20

I don't believe it! The Japanese have actually thought up an idea for an original, albeit weird, game. The object is to slide around an icy court,



knocking over panels that surround the pitch. These panels are very bouncy and as soon as you touch



them, you hurtle across to the other side of the screen. But all this hurtling about is very dangerous, for if you fall off the court into the water, you will most certainly die from hypothermia.

To make life worse there is also a strange nasty who looks like a tomato with a moustache! If you touch him, he causes you to go shooting off in any direction. Pick-ups also appear from time to time. Usually these give

you extra points, but if you're lucky you might get an extra life or invincibility.

This is one of the few games that supports the new Game Boy four-player adapter (check out Narly Nintendo in issue four for more info) – and it certainly increases the fun. In one-player mode the game is nothing above ordinary; the graphics are bland with little detail. In multi-player mode the game takes a new form; the action is fun, fast and furious! Well worth the money if you can persuade your mates to buy it too.

GAME BOY **70%**

FASTEST LAP

VAP ● £20

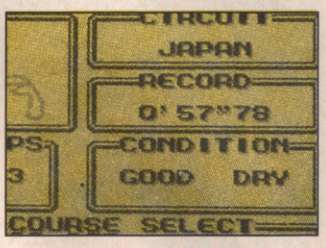
Fastest Lap is the Game Boy's answer to *Moto Roader*. In other words, it's a top-down racer that has

you screaming around a Grand Prix circuit at break-neck speeds.

At the start of the game, you have the option to change all manner of parameters like the weather conditions, sponsor, track and control method. Then it's onto the track for a couple of practice laps to determine your starting position for the big race.

The races consist of three or four laps. If at any time you get a problem with the car, you can pull into the pits and have it checked out. However, this costs you time and sometimes your position in the race.

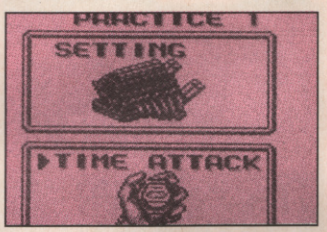
The scrolling in *Fastest Lap* is some of the smoothest I have experienced on the Game Boy. Yet the action is still very quick, so speed



merchants shouldn't be disappointed. The game is also well presented, with some superbly drawn and highly-detailed intermission screens.

There is also a two-player option, so you can race against your buddy if they also happen to purchase the cart.

If you're after a good Grand Prix game, you will find no better on the Game Boy than *Fastest Lap*.



GAME BOY **80%**

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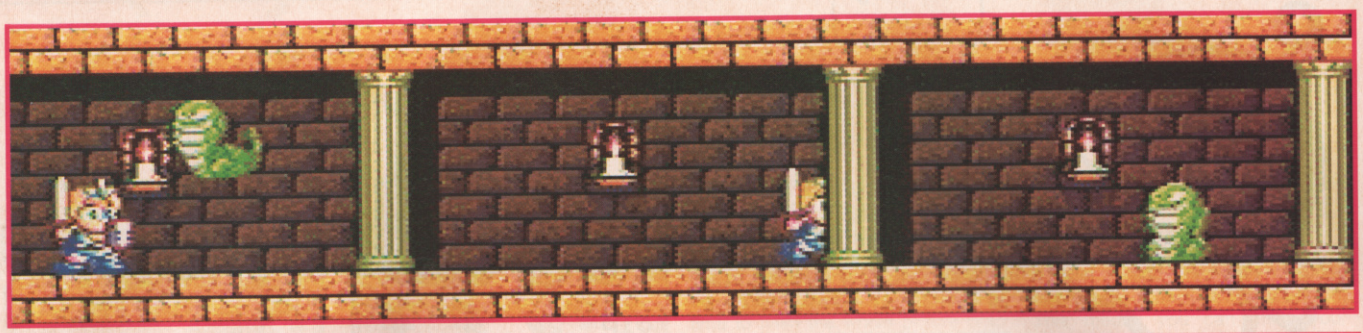


ADVENTURE ISLAND

HUDSON SOFT ● £30

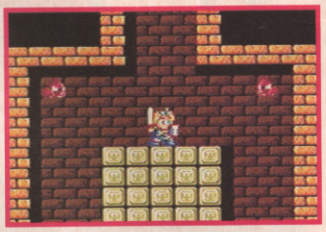
Don't be fooled by the name, this is *Wonder Boy 3* (although not the arcade version as seen on the CD-ROM version)! For those of you who don't know, the Wonder Boy style of gameplay is very simple yet very addictive.

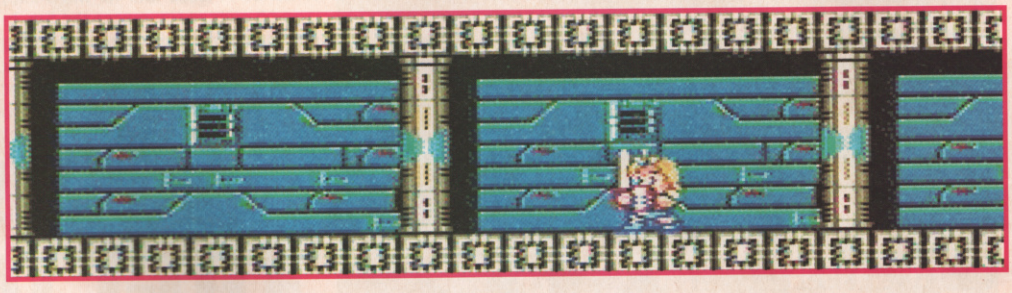
You start the game as plain old Wonder Boy, armed only with a sword and his trusty shield. You must run along jumping and bashing baddies and find your way to the end of the level. This may sound easy, but believe me it isn't.

There are many elements to *Adventure Island* which make it much more complicated than your average console arcade adventure. All the levels are run along a horizontal landscape – inside and out – but have various doors scattered along them to confuse matters. If you enter the wrong door you could find yourself going round in circles!

Some baddies drop power-ups when you kill them, but more often than not they leave coins. These coins can be used to buy better armour, extra energy, new weapons and extra lives at the shops you encounter on your journey. At the end of each level there is a huge tough nut for you to crack. If you're successful then you will be transformed into a dragon, which is more powerful and can shoot fireballs instead of using a sword.

It has been said that simple ideas are often the best, which is certainly true for *Adventure Island*. The old running/bashing/jumping style of game never really tires and is still just as addictive today as it was when it first appeared (in 1832). Although the graphics are a little blocky, they are bright and suit the game perfectly. The scrolling is very smooth and fast, but it's a pity that it's not parallax. The music, however, is excellent throughout the game and worth listening to through some headphones if you have a GT. *Adventure Island* is a great game that should keep you playing for weeks.





PC ENGINE **80%**

ULTRAMAN

£40 ● BANDAI

Remember those old Japanese monster movies that were made on a budget of 50p? Well here's a game based on those movies. It stars the greatest hero of them all: Ultraman. (No, I've never heard of him either.)

Ultraman is this strange chap who dresses up in a silver suit with red Y-fronts over the top. For fun, this party animal travels around Japan beating up monsters who he sees disturbing the peace. Sadly, this simple and uninspiring plot is just an excuse for a one-on-one beat-'em-up.

Before you enter the level, you are shown what monster you will encounter, along with his weight and height. Then it's onto the fighting action, which is viewed side-on across a horizontally scrolling play area. As you walk from left to right, the background changes with each different character you encounter.

As Ultraman, you then proceed to kick the insides out of any bad monsters you encounter. The big guy has quite a large variety of moves, so disposing of them shouldn't present a problem. His full armoury consists of jump, super jump, punch, kick, laser, body slam, chop and shield. By far the best of these is the shield, which not only protects you against enemy fire, it also deflects it back at your opponent.

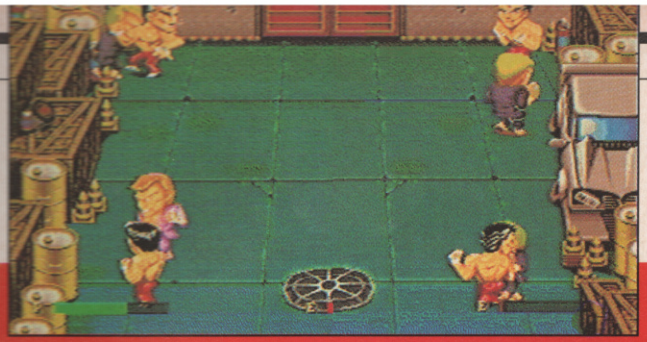
There are only ten monsters to encounter, although each is very difficult to beat. But, in anyone's book, ten monsters is not many – especially on the Super Famicom.

Ultraman is a great disappointment. Like the old Jap monster films, the game seems to have been produced on a very low budget. The graphics are not particularly well drawn, although the scrolling is smooth and fast. The backgrounds are dull with little detail, and fail to set any atmosphere.

It is clear that *Ultraman* doesn't exploit even half of the Super Famicom's capabilities. However, this is not the main problem of the game, it is the playability that is dull and holds no redeeming features. If the temptation of bashing monsters is too much for you to resist, and you do buy *Ultraman*, you'll be glad to hear that there's some fabulous music in which you can drown your sorrows.

If you want a beat-'em-up, stick with *Final Fight*.

SUPER FAMICOM **50%**



KA-GE-KI

HOT B ● £35

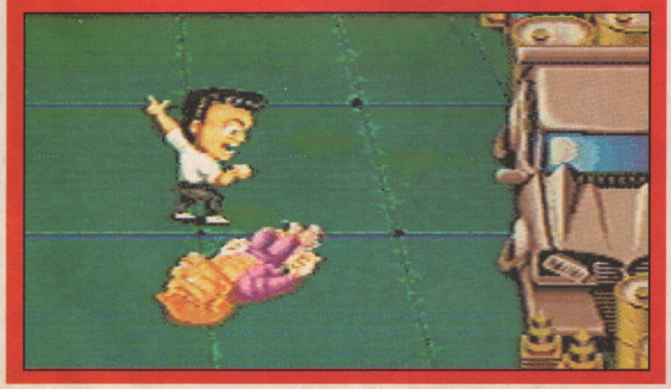
Boxing's a funny 'ol game, innit, Harry? Two blokes trapped in a ring, with only one aim – to leave the ring alive! But *Ka-Ge-Ki* isn't your normal, everyday boxing game. There are no rings, no gloves and not much of a referee either.

Ka-Ge-Ki takes place in an eight storey building. On each of the eight floors, there is a different opponent for you to fight. These range from a seven stone weakling on level one to a ball and chain-wielding maniac on level eight. You only have three moves open to you in the fights: jump, normal punch and a super-powered jab. These can be enhanced if you pick up the boxing glove that occasionally appears on the screen.

Ka-Ge-Ki is a great game. The eight-way scrolling works very well and the graphics throughout are well drawn and detailed. A special mention must also go to the sprites, which are very comical with their big heads and tiny bodies. In fact, the whole game is full of humorous touches, e.g., the loser of the match gets unceremoniously dumped down a manhole!

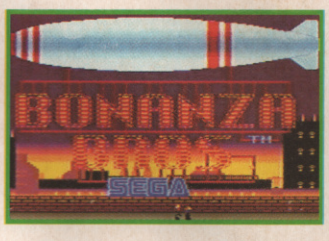
Sound keeps up to the standard of the graphics. There is some great music, generously interspersed with hilarious Japanese speech. My only gripe is the absence of a two-player mode and a few more levels. But other than that, *Ka-Ge-Ki* is well worth the asking price and deserves a place in any Mega Drive owner's collection.

MEGA DRIVE **86%**



BONANZA BROS

SEGA ● £35



Wow! Stands back in amazement! An original idea for a Mega Drive game! Well, okay, technically it's a conversion of the brill coin-op from Sega, but it still makes a change nonetheless.

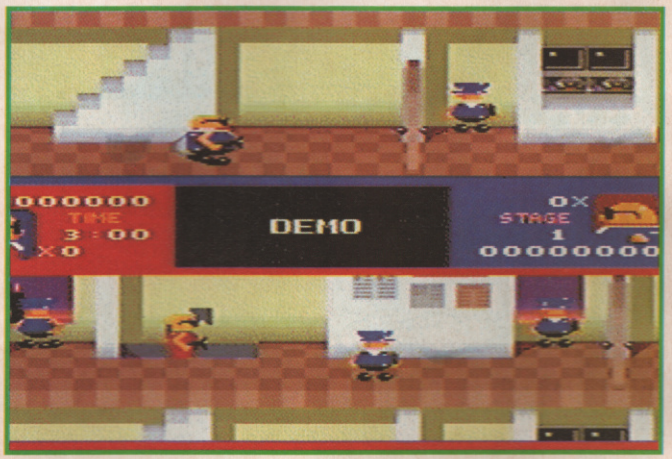
You take the role of a petty thief who has just escaped from prison and is after all the swag he can lay his hands on. This means creeping around the corridors of various loot-worthy buildings like casinos, banks and even the Royal Mint!

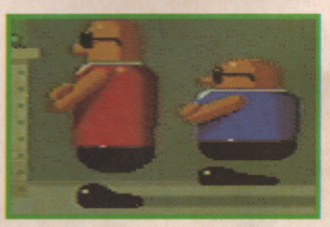
The buildings are well guarded with security men and robot sentries. These must be avoided by hiding behind objects like filing cabinets and one-armed bandits. You do carry a gun but this only immobilises the guards for a short period. The gun is best used in emergencies, though, as it draws attention to yourself and so can be fatal.

Before you enter the building, you are told how much loot you must recover and where it is hidden. After finding it all, you must make your way to the exit, which is normally found on the roof of the building. Some of the buildings are very large and incorporate many things that can help you on your way, e.g., there are springs that can help you reach higher platforms and a rope slide that takes you to another part of the level.

This makes a refreshing change from shoot-'em-ups! *Bonanza Bros* is great fun to play, and has an addictive mix of puzzle and arcade action. The graphics are a little blocky, but brightly coloured and overall very similar to the coin-op. The sprites are well drawn and very comical – especially the guards as they pop out from behind a wall and look around in desperation!

There is also a two-player game in *Bonanza Bros*, which is highly enjoyable and will have you and your mate looting well into the wee hours... The only thing that lets *Bonanza Bros* down is the wishy-washy sound effects, but this aside it is a great game and well worth saving your pennies for.





MEGA DRIVE **80%**

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ACTION 16 ● £7.99

War games on budget? Sounds enough to send any "normal" computer gamer into shivers. But wait, *North and South* is different. For a start, it's fun to play. Yes, that's right, FUN. None of this unit strength, position and tactics rubbish. Just move your armies around and attack whoever you like. *North and South* heralded a new age in "war" games when it was originally released by Infogrames in 1989.

The game centres around the American Civil war of the late 1800s. The war has been raging and the two sides – the Union from the north and the Confederates from the south – have their battle lines drawn. The Northerners are against slavery, The Dukes of Hazard and spitting tobacco in public places – ie: everything that the Southerners love. As in the original battle, the Union in *North and South* wear blue, the Confederates grey (or gray, if you prefer).

The main screen shows a map of America, divided up into states. Your armies are each represented by a large soldier wearing your colours. These huge soldiers can be moved around the map to help you gain as much territory as possible. Although, your main aim is not territory but to knock off your opponent's armies. But by taking certain states, you will gain access to the port (from which comes extra men) and the railways (which carry trains loaded with money to recruit new men).

Of course, all the time your opponent (either computer or human) is trying to do the same, and eventually you'll confront each other on the battlefield. The screen now switches to display a battlefield with the Blues on one side facing the Greys on the other. Your armies consist of artillery, cavalry and infantry. The winner is simply the side with any men left standing.

Various elements can be implemented to add random third party intervention in the war – storms can stop you from moving armies, or Indians may attack if you stray into their land.

The whole game is smothered with some unique cartoon presentation. For people with an appetite for sound, there's an abundance of super tunes and effects. Do your bit for foreign affairs: go to your British shop to buy this French game about an American war.

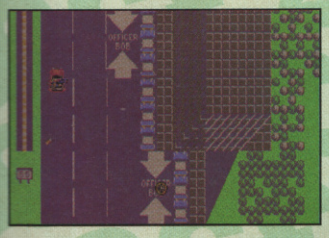
AMIGA	89%
ATARI ST	88%

The clear options screen not only allows you to customise elements of the game, it also holds a surprise for anyone who clicks on the photographer's bum.

APB

RESPRAY ● £7.99

APB has certainly given Domark their money's worth. It started out way back as a full price game. Then the Tengen coin-op featured on the TNT compilation, followed



At the start of every day, your sergeant gives you a mission briefing: this is the bad guy, that's the car he'll be driving, now go and get him. And, hey, let's be careful out there.

by another anthologic appearance on The Winning Team. And if you still haven't bought the game, here's another chance for you to get it on its own at £7.99.

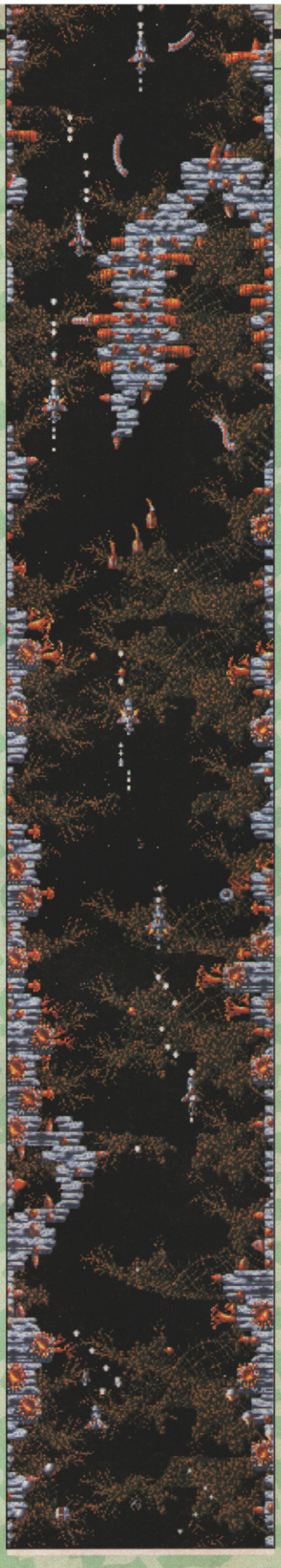
You play the role of an honest cop trying to clean up the city streets. At the start of each day, your chief gives you a special assignment – ranging from arresting road cones (?) to chasing hookers and road hogs. You get around the city in a blue and white police car, viewed from above. Collisions and failing to meet your tasks result in demerits; too many demerits and you get the sack. Initially, this game is very inviting, featuring both funny and addictive elements. But this attraction only lasts a short while, as the game soon becomes very repetitive.

AMIGA 78%
ATARI ST 75%

SECONDS OUT

POCKET POWER ● £2.99

That's right, three measly quid for a game. Now I know I advised everyone to tighten their budgets, but this is taking the mickey. The disks are packed in a super-thin plastic case, which is not only cheap to produce, but also fits quite nicely in a disk box. All the Pocket Power games come with instructions, although most of the



HARD DRIVIN'

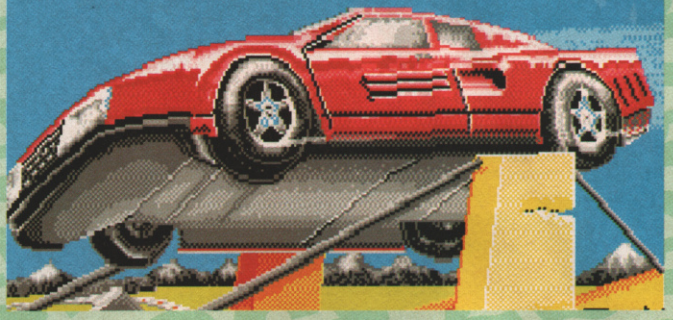
RESPRAY ● £7.99

Who hasn't heard of *Hard Drivin'*? This too has done the rounds of the compilation market, and if you haven't got it by now, you probably don't want it. Still, Domark reckon there are a few people out there who might be tempted by its attractive £7.99 price tag.

At full price, the game was more famous for its bugs than for the fast moving 3-D graphics and addictive racing action. The basics are this: you must race around two tracks in a fast enough time to take on the Photon Phantom in a final race to decide the best of the best. The two tracks are a fairly boring speed track and a stunt track.

The game was originally designed as a professional driving simulator, which explains the superb perspective and car control. The novel (in its time) use of 3-D filled polygons adds an element of realism, as opposed to the normal top-down view of games like *Super Cars*. Even with loads of bugs, the game is still very playable and exhilarating (especially so on the Atari TT on which is runs about fives times as fast!).

AMIGA 80%
ATARI ST 79%



games are so simple you don't need them.

But these cheap games have one major drawback – they aren't very good. Still, you get what you pay for, and three quid isn't very much and that's what you get – not very much.

Seconds Out, for example, is a boxing game. You view from behind you player, as popularised by *Frank Bruno's Boxing*. Which is okay till you discover how easy the game is to play, and why the five opponents aren't even worth £2.99. Visually, it's a disgrace, with appalling boxers' pictures, and aurally the game fails to reach any higher standard.

But this price does make games more accessible to those on a small budget, and you could always wipe the disk.

AMIGA 58%
ATARI ST 52%

XENON II

MIRROR IMAGE ● £9.99

I featured the original *Xenon* in issue seven, so it comes as quite a (welcome) surprise to find the sequel rereleased just three months later. The game picked up numerous awards two years ago, not least of all for its pounding soundtrack by Bomb the Bass.

Xenon II takes the original vertically scrolling extravaganza, adds stunning sound effects, great graphics, and an unhealthy amount of firepower, and conjures up what could be the best budget shoot-'em-up around (opposed only by *Silkworm*).

You must guide your ship through the five levels, taking care to avoid or preferably blast the enemy ships. Some will leave money icons that can be used at the midsection shop to purchase energy or more powerful weapons. Other ships will drop icons that are of a more immediate use like energy and speed. Each level is completed only after taking on some of the ugliest end-of-level guardians you have ever seen.

The real fun is had when you save up loads of money and visit the shop. From here you can purchase some absolutely awesome weaponry, from mines and lasers to Super Nashwam Power which fires all the weapons at once.

A sure-fire hit and an absolute must for every 16-bit owner. The best budget game of 1991 – and it's only June.

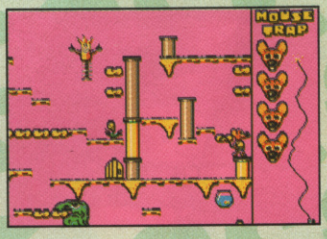
AMIGA 90%
ATARI ST 90%

A: A lost elephant.

MOUSE TRAP

POCKET POWER ● £2.99

Another one of the three quid "efforts" from Prism's cheapy label. *Mouse Trap* is an old style platform game, from the genre that brought you *Manic Miner*,



Trolley Wally, Monty Mole, Jet Set Willy and millions of other frustrating pixel-perfect jumping games.

Marvin the Mouse has had his girlfriend leave him because he was nothing more than a scrounger and scavenger. In order to win back the love of his life, Marvin has decided to put his skills to good use and make a fortune from scavenging. You play Marvin and must guide him through all the levels to collect his fortune. With dated graphics and poor sound, this game just goes to show that women aren't *always* worth chasing after.

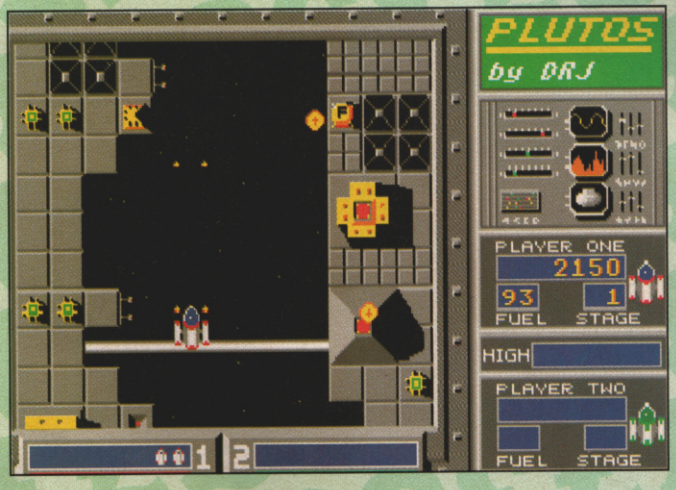
AMIGA 35%
ATARI ST 37%

PLUTOS

POCKET POWER ● £2.99

Plutos is a vertical space shoot-'em-up. And that's about all I can say about it without speaking of it unfavourably. Everything about *Plutos* is, well, about as attractive as Neil Kinnock's head.

For a start, the play area takes up only half the screen. The



Shoot the F icon to get the extra fuel needed to complete the later levels. *Plutos* looks so naff, it is unbelievable. Just blast everything that moves and everything that doesn't.

sprites are small. The sound is terrible. The gameplay is non-existent. The content is all fairly familiar, with the usual power-ups and level guardians. The two-player option could have added a bit of fun, but even simultaneous play fails to excite.

The concept of games at such a small price is still quite hard to grasp. All the Pocket Power games wouldn't stand a chance at £7.99, but at three pound it's like renting a video out (except a video lasts longer and has better graphics and sound).

AMIGA 55%
ATARI ST 57%

BUDGET BITZ

★ Electronic Arts received the budget game of the year last year with *Interceptor*, now they are adding to their extensive budget range with *Budokan* (Amiga, PC), *Escape From Hell* (PC), *Ferrari Formula 1* (Amiga, Atari ST, PC), *Flood* (Amiga, Atari ST), *Hound of Shadow* (Amiga, Atari ST, PC), *Projectyle* (Amiga, Atari ST) and *Starflight* (Amiga, Atari ST, PC). They are all available now for £10.99.

★ Strategy fans will be pleased to hear that two compilations are coming from SSI/US Gold. *Phantasie Bonus Edition* contains *Phantasie*, *Phantasie III* and *Wizard's Crown*. *Roadwar Bonus Edition* contains *Roadwar 2000*, *Roadwar Europa* and *Wargame Construction Kit*. Both are already out on Amiga and PC, with ST versions due later in the year. All will retail at £30.99.

★ French company Infogrames are releasing *High Energy 2* containing *Pinball Magic*, *The Light Corridor*, *Crazy Cars II*, *Mystical* and *Shufflepuck Café*. It is available on Amiga, ST and PC now for £29.99.

★ *The Three Stooges* joins *Xenon II* from Mirror Image this month. The next releases are going to be *Passing Shot* and *Waterloo*. All to be priced at £9.99.

★ Cartoon budget company, Hi-Tec Software, are releasing another title from their Hanna Barbera series. This time *Wacky Races* gets the treatment and is available on Amiga and ST for £7.99. A PC version is to follow.

★ Prism Power are continuing their attack on the budget market with more games available across the formats at £2.99. Titles include *Football Manager*, *Hotshot*, *Karting Grand Prix*, *Artificial Dreams*, *Thai Boxing*, *Las Vegas*, *Frost Byte*, *Warzone*, *Projector*, *Fireblaster*, *Flight Path 737* and *Quantex*.

★ Electronic Zoo are launching themselves into the budget market with two new releases. *Jungle Book* and *Asterix* will be available on the Monkey Business label for £7.99.

CHEAP CHEATZ

If you have any budget-busting hints, price-tumbling tips or cheekily-cheap cheats for any games that have appeared on a budget label or compilation, then just send them to *Tightwallet's Tips, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

POWER UP

Amiga, Atari ST

X-Out: choose the smallest ship and the smallest ammo, then click on the shopkeeper's face and you will get 500,000 credits.
Chase HQ: hit SPACE like mad as you begin the level and you'll get extra turbos without wasting any of your own.
Rainbow Islands: SSSLLRRS gives you fast rainbow, RJSB-JSBR gives you double rainbow, BLRBJSBJ gives you fast shoes and RRLLBBJS makes all hidden food turn into money bags.
Turrican: you can gain 99 lives by typing in BLUESMOBIL on the high score table.

NINJA WARRIORS

Amiga, Atari ST

(As featured on *Fists of Fury* 2.) On the title screen, hold down ALT and type in MAY THE FORCE BE WITH YOU for infinite energy, GENESIS OF THE DALEKS to inverse the screen, SKIPPY to make enemies bounce and MONTY PYTHON to force the enemies to appear backwards.

XENON 2

Atari ST

On level two, get wiped out immediately after killing the mid-level boss and you will find yourself having an unopposed ride to the end of the level.

STRIDER

Amiga, Atari ST

Press F9 to pause the game, then hold down HELP, LEFT SHIFT and 1. Now unpause and press 1 to 5 to take you to the corresponding level. F1-F5 will take you to the flashpoint of that level.

CONTINENTAL CIRCUS

Amiga, Atari ST

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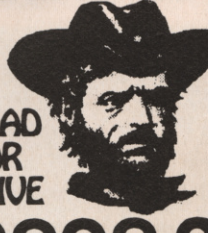

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SIGHTS ON CD

There were few people who doubted that Commodore would eventually release the CDTV. But many doubted its technical spec. Now the finished article is on sale, Paul Rigby checked out its potential

April 30 was the historic day – the official launch of Commodore's CDTV. Yep, it was really there. No cardboard cutouts, no 3-D holograms, it was not stuck behind a glass case, there was even more than one of them. In fact the launch, which took place at BAFTA in London, also saw quite a few companies taking stands to show their forthcoming software.

After a shortish presentation from a couple of bods from Tomorrow's World, the merry throng, well, mingled. Gazing among the stands, overall I felt a little blasé about the whole thing. I didn't get very excited at all. A pity, really, because I thought I would. I reckon that the hype has got to the point were nothing surprises me about the CDTV any more.

Actually, I was a little disappointed with the launch. I expected something, well, bigger. Two fairly average sized rooms was it, really. I also expected more companies to turn up – especially from the States. Even if they didn't have software to show, it would have been nice to see them and discuss what they were up to. But no.

Commodore spread themselves around, which was disconcerting. At the fun-packed launch, by rights, I shouldn't have seen any Commodore rep as they should have been buried in the throng of excitement and the throbbing masses of people. The masses didn't turn up, though.

Don't get me wrong, the software on offer was very solid, very worthy, all good stuff in fact. It's just that there was no "oomph" to the launch at all. Pity.

FRENCH PEAS

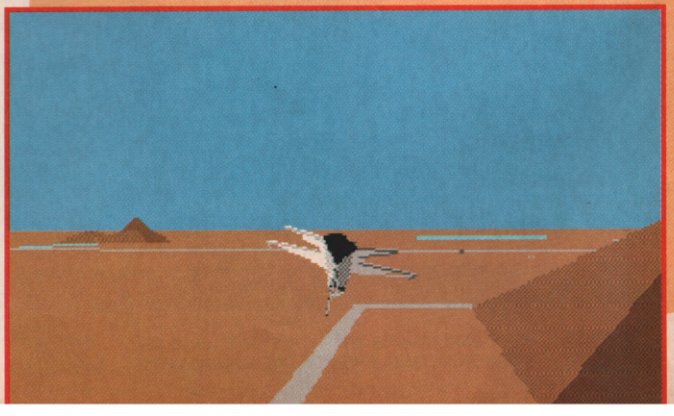
Mes petit pois on the Infogrames stand where showing the CDTV version of *Sim City* – and very nice it looked to. I tell you what, though, it was the fastest piece of software on show. It fairly whizzed along. Scrolling at turbo rates, reports popped up in a flash. The game has been redesigned and enhanced and includes all the present architecture disks on the same CD. In addition, the reports have been improved and are now full screen. My only criticism was the awful pseudo-French heavy metal music playing in the background. Apart from this type of music grating on the nerves, it just didn't fit the cerebral atmosphere of *Sim City* at all.

FIRST OFF THE STARTLINE

On-Line, a company to rise from the ashes of the defunct CRL group, had two products on show, with a third waiting in the wings. *Psycho Killer*, an interactive adventure, is a Delta 4 production using the DUNE game system. During the demo, I was faced with a mad killer carrying a number of offensive weapons, all intent on disturbing my baby-face complexion. Using the CDTV joypad you could move the cursor to different parts of the psycho's body and, by pressing the fire button, strike blows, pick up items and so on. The other item on show was Eadweard Muybridge's *Women in Motion*. A Victoriana look at a number of scantily-clad ladies doing a series of simple movements such as stepping upon stairs, climbing over things, walking, etc. Very handy for artists and computer animators to use as study material for the movement of the human body – and all done in the best possible taste (ie: black and white).

The unseen title was a Sherlock Holmes Murder Mystery title called *The Hound of the Baskervilles*. Giving you the chance to solve a case through the eyes of the great sleuth, *HOB* lets you sift through papers, documents, telegrams, letters, photographs, police reports, etc, to assimilate the evidence for the case. With lots of digitised images and sound, *HOB* looks like a winner.

Apart from the *Falcon* CDTV release (see Take My Breath Away overleaf), Mirrorsoft were showing the ever-popular, vertically scrolling shoot-'em-up, *Xenon 2: Megablast*. With throaty CD sounds courtesy of Tim Simenon's remixed version of his original Megablast (Hip Hop on Precinct 13) track.



EXTRA! EXTRA!

From September 1991, a CDTV infra-red keyboard, 3.5-inch external floppy disk, an infrared brick/trackball with joystick ports, and extra smart cards, enabling you to save up to 64K or 256K of data, will be available. Information saved upon the smart card will allow you to turn off the CDTV without losing any information (ie: a saved game, or your place in an encyclopedia). Other add-ons will include a genlock (for video-titling over TV programmes etc), another MIDI in/out, a printer, a modem, and a two-player infra-red interface.

NO MILK TODAY...

Virgin were sort of there in spirit – or in press release, anyway. It was a bit like leaving a note for the milkman. On the scribbled note they said that, yes, isn't all this CDTV lark fun and, yes, we've got lots of titles lined up but, no, you can't see any of them yet (*Sir Ranulph Fiennes' Transglobe Expedition*, a RPG adventure, will be the first release) and, oh, just two pints and a tub of full cream for the morning, please.

IN CONTROL

An odd one, this. Basically MDR are offering a system to control the home using the CDTV as a central processor while playing audio discs at the same time. So if an alarm is triggered then, in addition to the standard facilities such as bells and telephone warnings, the system can speak and display the alarm information on a normal TV. In effect, you plug the MDR interface into the CDTV and then plug anything into the interface, like thermostats, fire alarms, door sensors, lighting, heating, curtains, cameras, etc. Strange, very strange.

Animated Pixels had *The Holy Bible* on CD with the complete text of the Old and New Testament plus piccies (not "live digitised" though) and sound. Applied Optical Media Corporation received the prize for the longest company name while they showed their *World Vista Atlas*. After consulting this piece of software, I now know what clothes to take with me when I next visit Greenland, and I have full knowledge as to the state of the Bolivian medical facilities. Now I sleep sound at night.

A RIGHT OLD CHARLIE

I must admit that I'm a Charlie Brown fan (I fall about laughing when he does those crinkly smiles), so The Edge Interactive Media have my undying gratitude for the release of *Snoopy – The Case of the Missing Blanket*. Featuring a CD soundtrack, a jazz piece composed by Dave Grusin (he worked on *The Goonies* film), and digitised voices of the Peanuts gang, the game revolves around Linus losing his blanket and Snoopy trying to find it. *Snoopy* is a Sierra-type adventure with a few arcade sequences scattered around to liven up the proceedings.Next on the cards are *Raffles*, *Garfield – A Winter's Tale* and *Garfield – Big Fat Hairy Deal*. Can't wait because I just happen to be a Garfield fan, too.

NO FMV?

Although the CDTV has no Full Motion Video chip installed (to give a film-like moving picture), the CDTV is compatible with the Moving Picture Expert Group (MPEG) full screen, full motion standard. Therefore, it is possible that FMV upgrades could be offered in the future.

BUNTIFUL BARNEY

Associated with the BBC, the lads at The MultiMedia Corporation were showing what quickly became the cult figure at the CDTV launch, Barney the Bear, who appeared in his latest blockbuster, *A Bun for Barney*. The girlies screamed, the cameras flashed, etc.

Seriously, though, *A Bun for Barney* is an engaging (and embarrassingly addictive for a man of my age) children's animated tale. Barney, a small, cuddly bear, discovers that the world is full of bounders ready to rip off the cherries on his iced bun.

Barney Bear from The MultiMedia Corporation could become the CDTV's first cult figure. This cute little ursine creature stars in *A Bun for Barney*, the story of Barney and some evil men that have nicked his food.

Subsequently, Barney soon learns that the only way to have your cake is to eat it.

Barney's magical pop-up world contains animations, surprise word and number games and nursery rhymes, all of which any toddler can access with no probs.

The story is based upon Joyce Dunbar's book of the same name and is narrated by ex-Doctor Who man, Tom Baker. Animation, incidentally, is produced by the folks behind the Peanuts show. I wonder if there's a sequel in the offing?

WHEN, OH, WHEN?

The CDTV should be at your local computer emporium now. The price? It'll set you back £599.99 (inc VAT). The CDTV will include three complimentary titles. A Welcome disk explains how to use the CDTV and two titles give you two extremes of use the machine is hoped to serve in the future. On the serious side there will be *Hutchinson's Encyclopedia* containing 25,000 entries, 7,000 biographies and 250 tables. The other is Psygnosis's *Lemmings*, the highly-addictive tale of everyday lemming folk.

MORE THAN SOUND

As well as playing conventional CDs, the CDTV will also access the latest CD+Gs (Compact Disc and Graphics). Actually, some of you may already have a CD+G in your ordinary music collection. By playing this on the CDTV, you will hear the music and see computer-generated graphics (lyrics etc) displayed onscreen. The present list of CD+Gs follows, but more are appearing all the time.

Artist	Label	Cat. no.
Alphaville (Breathtaking Blue)	ATLANTIC	81943
Laura Brannigan	ATLANTIC	82086
Ella Fitzgerald	SIRE	26023
Flamin' Groovies	SIRE	25948
Fleetwood Mac (Behind the Masks)	WARNER BROS	26111
Emmylou Harris (Pieces of the Sky)	REPRISE	2264
Jimi Hendrix (Smash Hits)	REPRISE	2276
Information Society	TOMMY BOY	25691
Chris Isaak (Silvertone)	WARNER BROS	25156
Little Feat (Representing...)	WARNER BROS	26163
Little Feat (Hoy, Hoy)	WARNER BROS	3538
Gram Parsons	WARNER BROS	26108
Van Dyke Parks (Tokyo Rose)	WARNER BROS	25968
Bonnie Raitt (Green Light)	WARNER BROS	3630
Bonnie Raitt (Nine Lives)	WARNER BROS	25486
Lou Reed (New York)	SIRE	25829
Woody Guthrie (Tribute)	WARNER BROS	26036

Glass cracks move at over 4,800 kph.

TECH SPEC

The CDTV, as you are probably aware, is an Amiga with a CD stuck to it. The whole thing is then plonked in a CD-player case and called a CDTV (Commodore Dynamic Total Vision). However, there have been one or two additions to the ensemble. Here's the official, final, as-seen-in-the-shops Commodore specification.

PROCESSOR/SPEED
Motorola 68000 16/32-bit @ 7.14MHz

CO-PROCESSORS
Three custom chips (Agnus, Paula and Denise) dedicated to handle video, sound and graphics.

CD-ROM DRIVE
Sony/Philips type CD-ROM standard Mode 1, Mode 2.
Access time: 0.5 sec (average), 0.8 sec (maximum)
Commands: CD-ROM, CD audio, CD+G. ISO-9660 standard supported
Capacity: 540Mb

CD AUDIO
Dual 16-bit D/A convertor plus 64 levels of attenuation with 8x oversampling.
Audio output: 1.4V RMS, 10K OHM
Frequency response: 4-20KHz
Signal/noise: 102db
Channel Separation: -92db
Harmonic Distortion: 0.02% at 1KHz
Audio capacity: 28 hours (AM quality)
Sample rate: 44KHz to 6KHz

REAR PORTS
Serial (RS232)
Parallel (Centronics)
External FDD (Amiga compatible)
Hardwired alternative to IR for keyboard, mouse...
Two audio ports (phono)
MIDI In and Out

FRONT PORTS
Stereo headphone socket
Personal memory card

VIDEO OUTPUT
Analogue RGB
Digital RGB
Composite video PAL (phono)
RF modulated
Optional genlock (CDTV, video or mixed)

VIDEO DISPLAY
512 vertical lines @ 50Hz
Maximum 1Mb video memory (chip memory)
Palette of 4096 colours
8 sprites per scanline

EXPANSION SLOTS
Intelligent video slot (for optional genlock, RF board, etc)
25-pin edge connector
DMA slot for SCSI (hard disk)
LAN (networking)

TAKE MY BREATH AWAY

Putting a game onto CD is not just a case of changing the output device for saving files. Paul Rigby spoke to Rowan Software about their experiences in developing Falcon for the CDTV

Hot and steaming from the bowels of Mirrorsoft is the news that *Falcon*, most beloved of flight simulations, is to appear on the infamous CDTV. Developed by Rowan Software, the format of this six month project (just for the CD version) will be as follows. The original *Falcon* simulation will appear more as a training scenario, while the two mission disks will form the actual competitive gameplay. Three games in one, no-less!

However, there will be some interesting improvements. For example, during the development of *Flight of the Intruder*, I was fortunate enough to hear a number of real-life recordings of the flight tapes from a variety of missions and aircraft during Vietnam. Dramatic and often tragic, these tapes formed part of the research process for *Intruder*. These same recordings, along with more recent information, have been used to produce radio chatter (spoken by five actors and recorded onto CD) whilst you play *Falcon*. Rowan boss, Rod Hyde, talked exclusively to RAZE about the exciting project.

"This radio chatter will be added to the basic 20 messages found in the computer game. It is amazing how the radio chatter adds to the atmosphere. You'll hear about good and bad things happening. Some sequences are long, others are short. There are about 50 different stories in all. It means that you will have radio traffic about half the time. It will be up to you to pick out those messages that are meaningful and those messages that are just chaff. We are still getting the CD cut for those sequences. However, for testing purposes we do have a CD with messages from the film Top Gun, although they are totally unrelated to the game. You'll be flying along and suddenly hear Tom Cruise ejecting, for example.

The whole front-end of the CDTV version of *Falcon* will change from the original to accommodate the extra mission disks which will also be included on the disc.

"The radio 'stories' vary in subject matter. For example, you may hear a mayday call, then Red Crown (the patrolling radar and communications aircraft) responding, asking for the information on the mayday. Another aircraft may be heard trying to obtain visual confirmation of the incident and so on. The personalities of the radio

messages will be different too. That is, some of the people talking on the airwaves will be very excitable, others will be more laid back and so on." Stories consist of different sentences so Rowan are able to mix-and-match sentences to form different stories.

At the beginning of the game is a special introductory briefing: "We are getting together a number of video sequences. So you may see a Falcon fly-by while you are being welcomed to the base and being told what you are supposed to be doing. Many of the video sequences are sourced directly from Gilman Louie (Spectrum Holobyte boss). So you'll see a typical briefing room (this will be artwork) with the backs of people's heads and you're one of them. You will also see a video screen with a film (digitised video) running plus the audio associated with it."

Surprisingly, Rowan admitted that they are filling the disc and are even attempting to cut down on some of the data! While the games themselves are largely unaltered, there are one or two additions: "When you click on the mission of your choice, you get a one sentence audio description of that mission. Then the screen changes to a briefing scene where you get a longer audio description of the mission plus another briefing screen showing a still of the target. We have also been able to improve on the general sound."

In addition, because many moons have passed since Rowan last touched *Falcon* they intend to upgrade many aspects of the game, making the code more efficient. As well as the intro sequence there are other video clips such as an introduction to the F-16, air-to-ground weapons, air-to-air weapons, external stores, enemy recognition, a briefing on the overall training session, Falcon itself and the two principle missions. There are ten briefings in all, some of which may include video stills. Rowan also hope to have a total of 40-50 minutes of audio on the disk.

One of the potential difficulties of playing a flight simulation on the CDTV is the lack of a full-size keyboard. The CDTV will be supplied with a small keypad, but Rowan do not predict any difficulties here: "*Falcon* can be played on 12 keys, which is quite a surprise. As long as you've got a keycard in front of you, or overlay, you can play it. If someone has played *Falcon* a lot on a full scale machine they may, initially, have difficulties because they are thinking where the keys are on the big machine. Other people who have never played *Falcon* before are able to play *Falcon* very well on the CDTV."

You can fly *Falcon* just as in the computer version but you will not have to do as much – except concentrate on flying and finding the targets. Speaking of which, the important keys, such as changing your targets, are still present.

Rowan have decided not to implement the new infra-red joystick that will be available for use with the CDTV. Mainly because you need to hold the joystick with two hands, so it is not possible to hold and control both the joystick and keypad.

It's heartening to see that *Falcon* on the CDTV will not be just a simple conversion of the old computer hit. Rowan really are hoping to show off the extra capabilities of Commodore's multimedia machine whilst improving the content of *Falcon* at the same time. Good luck to 'em, I say.

CDTV TITLES

NOW SHOWING

Subject	Publisher
Gardenfax Indoor Plants	CDTV
Women in Motion	ON-LINE
Fun School 3	DATABASE
Barney Bear Goes to School	FREE SPIRIT
My Paint	SADDLEBACK GRAPHICS
Music Maker	CDTV
Complete Works of Shakespeare	ANIMATED PIXELS
Illustrated Holy Bible	ANIMATED PIXELS
World Vista Atlas	APPLIED OPTICAL MEDIA CORP
Timetables of Science and Industry	XIPHIAS
Timetables of Business, Politics and Medi'	XIPHIAS
The New Basics	XIPHIAS
American Heritage Encyclopedic Dictionary	XIPHIAS
Dr Wellman Family Health Adviser	CDTV
Classic Board Games	MERIT
All Dogs go to Heaven	MERIT
Sim City	MAXIS
Psycho Killer	ON-LINE
Defender of the Crown	CDTV
Battlestorm	TITUS
Wrath of the Demon	READYSOFT

COMING SOON

Subject	Publisher
Gardenfax: Fruit, Veg & Herbs	CDTV
Gardenfax: Garden Plants	CDTV
Gardenfax: Trees, Shrubs, etc	CDTV
Animated Colouring Book	GOLD DISK
Advanced Military Systems	DOMINION
Our House	CON TEXT
A Bun for Barney	MULTIMEDIA CORP
Cinderella	DISCIS
The Paper Bag Princess	DISCIS
Thomas's Snowsuit	DISCIS
The Tale of Peter Rabbit	DISCIS
Scary Poems for Rotten Kids	DISCIS
Mud Puddle	DISCIS
LTV English	JERICO
Mind Run	CDTV
North Polar Expedition	VIRGIN
Battle Chess	INTERPLAY
Falcon	SPECTRUM HOLOBYTE
The Case of the Cautious Condor	TIGER MEDIA
Snoopy – The Case of the Missing Blanket	THE EDGE
Sherlock Holmes Consultant Detective	ICOM
Many Roads to Murder	CDTV
Murder Alone?	CDTV
The Hound of the Baskervilles	ON-LINE
Sprit of Excalibur	VIRGIN
Future Wars	INTERPLAY
BAT	UBI SOFT
Unreal	UBI SOFT
Pro Tennis Tour II	UBI SOFT
Xenon 2: Megablast	MIRRORSOFT
New Grolier Electronic Encyclopedia	CDTV

This is Lady Baskerville, one of the antagonists that Holmes has to confront in this devilish case.

RIGHT ON LINE

Julian Boardman spotlights CDTV supporters On-Line

On-Line's first CDTV product is *Women in Motion* which features the work of Eadweard Muybridge. During the 1890s he spent a lot of his time photographing moving creatures as part of his research at The University of Pennsylvania. The majority of this time was spent photographing naked women – again for purely *scientific* reasons. He used three cameras set up at different angles to a take a swift succession of still pictures so that when played back at speed they gave the impression of motion but also allowed the freedom to be able to freeze the action at any time. It is this collection of works that makes up this title. Using the CDTV, you can select any one of Muybridge's studies to watch, leer at, or use as a valuable part of your work as an animator. There really are going to be very few leerers buying this product, it is an interesting and valuable work that is more scientific than erotic, sometimes beautiful but never vulgar. A high-quality work that should suit the intellectual market for the CDTV quite well.

One of the many sets of sequenced stills to be found in *Women in Motion*. Muybridge set up three cameras to record action from different angles. This is one of the more lively pieces to be found within this product.

By contrast, *Psycho Killer* is something of a let-down. It revolves around your stumbling across a psycho chasing a woman across the moors and the subsequent chase and fight between him and yourself. The ultimate aim is to get to the police before he gets a knife to your throat. *Psycho Killer* is actually quite enjoyable but it doesn't have the professional presentation of the other two. The biggest mistake was failing to get a qualified actor to do the commentary. Most of the time, the comments sound a like a very nervous and very crap amateur dramatist at his first rehearsal. Approach with caution.

The title screen from *Women in Motion* has four small sequences. Click on each one to see it go through the repeating sequence of stills.

The final product nearing completion is *The Hound of the Baskervilles*. This is a CDTV conversion of the dossier format Murder Mystery that appeared from Webb and Bower some six years ago. You are presented with all the information and evidence available at the start of the case, and point and click to bring up fuller details. These items include letters, a diary, train timetables and the like. You are given the task of solving the case, which is based on the original story, in the persona of Sherlock Holmes. This is definitely one for the budding detectives out there, and not for just anyone who fancies a gentle walk around Dartmoor.

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This month we proudly (ahem) present the trainspotter's guide to Gremlin's wondrous car game, Lotus Turb..., er, *Super Cars 2*

SUPER CARS 2

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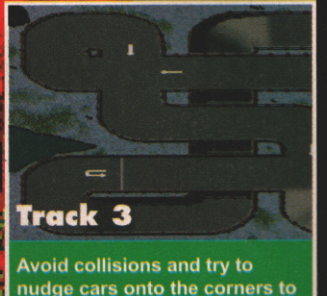
MEDIUM LEVEL
HARD LEVEL

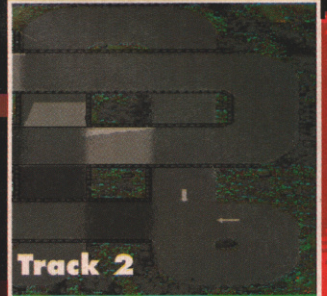
Track 1

Save your missiles and avoid collisions.



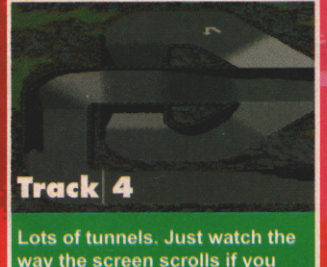
Track 3

Avoid collisions and try to nudge cars onto the corners to get past. Homing missiles are useful.



Track 2

Try to master turning the hairpin at the far left as quickly as possible to save time. Make sure you're clear of trouble at the jump.

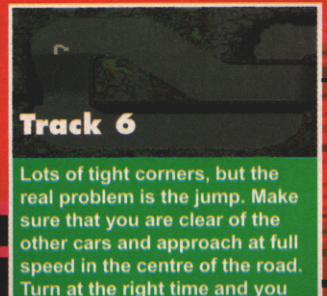


Track 4

Lots of tunnels. Just watch the way the screen scrolls if you get stuck – it should be fairly obvious what has happened to the car. Super missiles are useful in the tunnels. Be wary of enemy cars as they have mines.

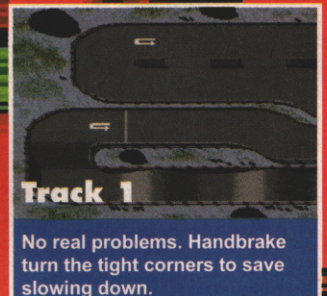
Track 5

Offers a choice of routes. A (which goes out wide) is probably the best unless you are forced to take B, e.g., by a missile coming at you.



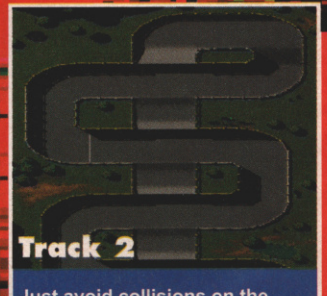
Track 6

Lots of tight corners, but the real problem is the jump. Make sure that you are clear of the other cars and approach at full speed in the centre of the road. Turn at the right time and you should take off straight. Simple(ish).



Track 1

No real problems. Handbrake turn the tight corners to save slowing down.



Track 2

Just avoid collisions on the lower winding section, even if it means driving slower. Watch for mines on the wide straight.

Track 7

Again, homers are useful. Save time by going through the short cuts but be careful not to get squashed. Spend all remaining cash.

William Shakespeare spelled his named 11 different ways.

WEAPONS

Front and rear missiles
Only useful in exceptional circumstances. Best used to make more cash for useful weapons, i.e., buy loads when they are cheap.

Mines
Good for keeping cars off your tail, especially on winding tracks. Always try to place them in the centre of the track.

Homing missiles
Universally superb. Most useful on a winding track or courses with long straights.

Super missiles
Great for clearing a way through tunnels, or for wiping out a jam of cars that might get in your way.

Turbo jumps
If you like queue jumping these are for you. Let one off at the start of a race. Also very good for leaping over trains. Hit the button at about three cars distance from the train.

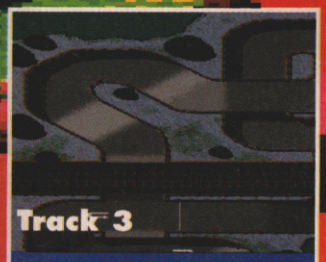
Armour
Essential on higher levels but do not pay through the nose for it. Get all the grades on hard levels.

Ram
Useful, but you will incur a lot of damage if you use this method to get past cars.

Engine
They give you a higher top speed, which is essential on later levels. Pick them up cheap as they can be real dosh-eaters.

Track 2
If you have to crash on the long jumps then try to make it the first one. Crashing on the later ones will just get you sent back to the start of the lap. Homers and supers are very useful.

Track 1
Use front missiles on the long straight if necessary. In the main be wary of the cross-over points.



Track 3
A choice again. But the jump route saves a lot of time – practise this. Look ahead to see if the gates are open - do not wait for them.

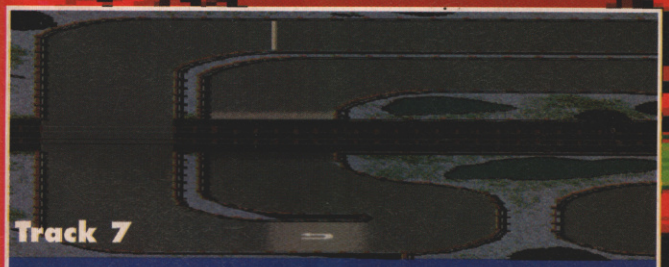
Track 4
Easier than it looks. All you have to do is remember where the jump is and take your time at the cross-overs. Homers are useful.

Track 3
Never wait around for the shortcuts to open. Remember, you can wait across the far side for the train to move on before crossing back.

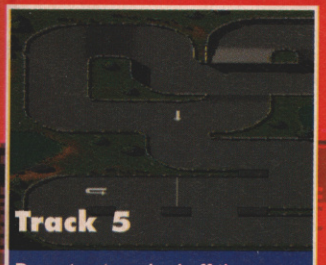
THE GARAGE

This is simpler to work than you might think. Each repair has a maximum price. The nearer the cost of the repair to that maximum price, the more good it will do. This allows you to prioritise repairs if you are short of cash. It often pays to repair just those repairs that will decrease your damage by a fair bit for a small price. It is hardly ever worth repairing everything, except on some of the higher levels where the damage incurred in a race is higher. These are the maximum prices...

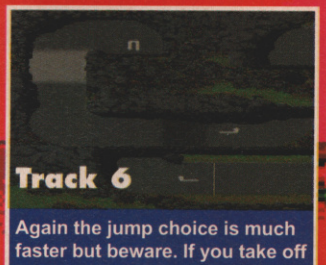
Sparkplugs	400
Exhaust	800
Gearbox	600
Brakes	400
Panels/body	1000
Tyres	600
Steering	800
Suspension	1000



Track 7
Not much time to see the trains coming. Since it's the last course, spend lots of cash on homers and turbo jumps to leap over the trains.



Track 5
Do not get pushed off the course or you will be penalised a lap. Race around at top speed making full use of handbrake turns.



Track 6
Again the jump choice is much faster but beware. If you take off too fast you will jump over the second jump point. Just a microsecond off the accelerator before you take off does the job.

99 EVERYTHING

(except a flake)

If all this help has done nothing to improve your driving skills, then cheat! This helpful underhand dodge comes direct from the fingers of Chris McKinley, self-proclaimed *Super Cars 2* wizard.

Go to the options screen and delete each player's name using backspace. Now type in these names instead (including case and spaces):

Player one: `I Walk the Hill` **Player two:** `Inwards`

Now you should have the following:

99 front missiles	99 rear missiles	99 homing missiles
99 super missiles	99 bursts of nitro	99 mines
Grade 3 armour	Grade 3 battering ram	Grade 3 engine

It doesn't even matter where you finish in the race, you will still qualify. However, you can still be blown up by trains, closing gates, and falling off bridges or jumps. But even if you lose all your energy, you'll still reach the next track.

A ten-year-old Californian boy sat in a tree in his backyard for 55 days.

THE SHOP

The items available in the shop each have a maximum price. At each visit to the shop, the prices are set randomly at between 25% and 100% of the maximum prices. Trade-in prices are always 75% of the current sale price. With this in mind and knowledge of what makes a good price, you can make loads of cash. Prices are as follows...

Item	Buy	Sell
Front Missile	100-400	75-300
Rear Missile	150-600	110-450
Homing Missile	375-1500	280-1125
Super Missile	250-1000	185-750
Mines	200-800	150-600
Turbo Jump	125-500	90-375
Armour	750-3000	560-2250
Ram	250-1000	185-750
Engine	1250-5000	935-3750

Track 4

If you can get the triple jump mastered then don't worry about the rest.

COMMUNICATIONS SCREENS

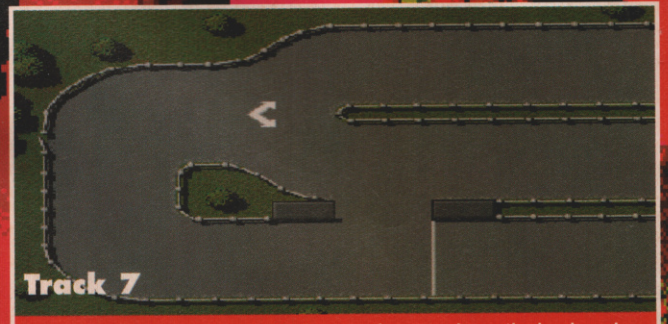
These can be turned off but once you get to know the questions they can provide extra cash and championship points. The only screens with definite correct answers are the Department of Transport screens. On the other screens it pays to be self-confident but not cheeky. In general, one answer is right, one is wrong and the third is fifty-fifty. The only definite tip I can give you is that journalists never buy their own drinks (and the particular journalist in question drives a W-reg Cortina).

Track 6

The correct angle at the bottom corner should ensure a clear run at the jumps. As usual, be careful on the cross-over.

Track 5

This time it is worth waiting for the gates to open. A large supply of turbo jumps is essential to traverse the trains.



Track 7

Be careful how you line up the jumps, they are deceptively placed. Homer missiles and the occasional front missile launched as you jump should see you right on this final track.

HACK SHACK

BARBARIAN

To become invincible in Psygnosis' *Barbarian*, press these keys in order: 0, 4, -, 0, 8, -, 5 and 9.

DRAGON'S LAIR II

To run through the whole sequence of screens, enter the words GET MORDOROC DIRK (including the spaces) during the title screen.

DYNASTY WARS

Try typing in CHEAT MODE on the title screen. When you are playing, pressing F2 will skip a level.

DYTER 07

Typing in GIBB during loading will enable a couple of special "hot" keys. Pressing W during play will give you extra weapons and hitting S will top up your shield.

ENCHANTED LAND

Typing the words TCB RULES FOREVER on the intro screen will make it flash. Pressing F3 will put you into an edit mode, and pressing F2 followed by space will take you to the level guardian.

IMMORTAL

Here are some level codes. Level 6: 3B7FD53010E41. Level 7: 6B10FB1010A41. Level 8: E590D7710178C1.

MONTY PYTHON

Type in your name as SEMPRINI once you get to the high score chart. You will be able to skip to any level you like up to the one you died on by using the cursor keys.

SHADOW OF THE BEAST II

In the Atari ST version, if you hold down LEFT SHIFT, ENTER and 0 on the numeric keypad, then press F5 you will find that your energy has just increased to 30 units.

ESWAT

Entering the words JUSTIFIED ANCIENTS OF MU MU whilst the game is paused will get you infinite lives.

SWIV

Pause the game and enter NCC-1701. When you unpause, if the screen flashes you'll have infinite lives.

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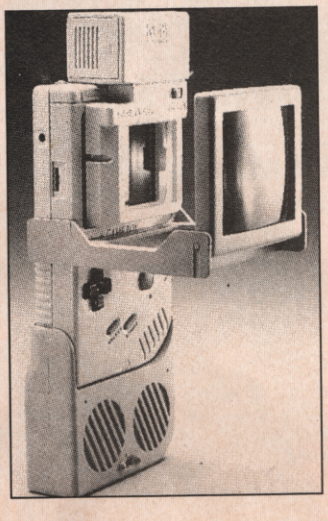

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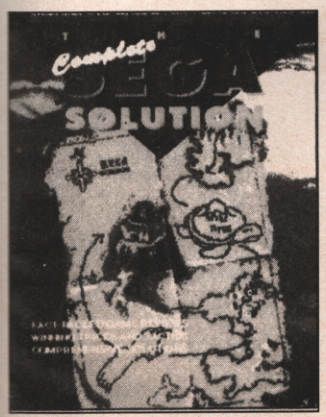

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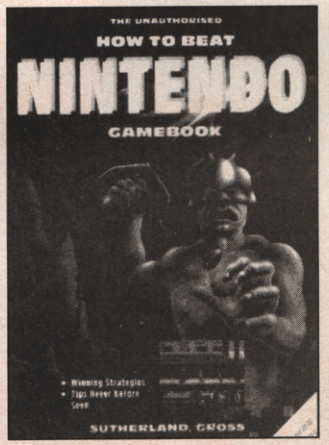

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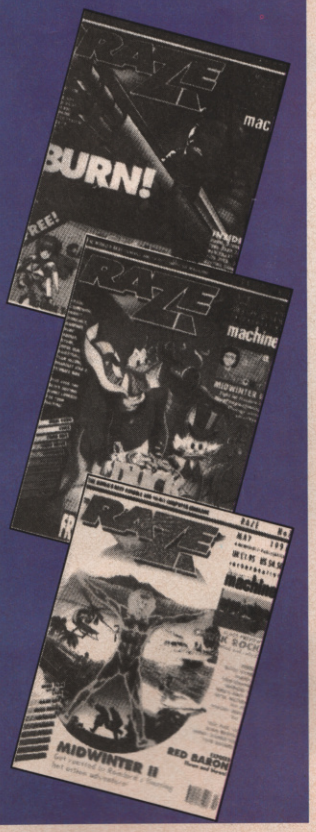

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★ WIN A SIX-DISC CD SEPARATE!
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Millennium were feeling pretty pleased themselves after getting the coveted RAZE Rave for *Stormball*. They were also quite happy with two whole pages devoted to their coming releases in the Fast Forward section. But this was not enough for the greedy coders, they wanted more. So we gave it to them – for a price! Sneakily, we told them a compo page would be no problem, if they promised to by our Jools lunch. Pretty cheap, they thought foolishly. Have you ever seen the amount Jools eats for lunch? Bring on the wheelbarrows...

To celebrate the joining of US Gold and Millennium in distributional matrimony, they have both dug deep into their pockets and come up with a Pioneer multi-play CD player. Just link this little beauty into your existing system and you'll be able to hear seven hours non-stop music (or even more if you leave it on auto-repeat!). But this was not enough, we told them to dig deeper. So they did, and the US Gold/Millennium combination have come up with five copies of the award-winning *Stormball* and 50 *Stormball* posters. But that was still not enough, we wanted more. But they told us to sod off, so we did.

To stand any chance whatsoever of winning any one of these glorious prizes, you have to answer three questions. Write down your answers on a postcard and send it off to *Home of the Large Lunch, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.* Entries written in invisible ink on the back of a £10 note will receive priority attention.

QUESTIONS

1. Which folk hero outlaw is featured in a future Millennium release?
   a) Robin Hood
   b) Dick Turpin
   c) Gazza

2. *Strike 2* is the sequel to which popular game?
   a) World Series Baseball
   b) Monty Mole
   c) Thunderstrike

3. Which ex-Charlie's Angel starred in the film Millennium?
   a) Julian Boardman
   b) Les Ellis
   c) Cheryl Ladd

BIG STOMACHS, AHOY!

I will take great pleasure in winning this compo as I know Jools is the only RAZE member not to have a CD player

1 A ❑ B ❑ C ❑ 2 A ❑ B ❑ C ❑ 3 A ❑ B ❑ C ❑

Name.....

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Any entries that aren't in by 25 July 1991 will be forced fed to Jools on the end of a pneumatic hammer.

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Zero: Now under normal circumstances cheap usually means poor quality but this is not the case with Rombo. Why? cos Vidi-Amiga is the best digitiser for under £500 and I've tried them all.

Amiga Format: Where quality is concerned, Vidi produces some of the best results I've seen on any digitiser at any price.

Amiga User International: The latest addition to the Rombokit is called Vidi-RGB and brings this already impressive package to the realms of totally amazing. CONCLUSION: Who will find Vidi-Amiga useful? The answer to this is almost anyone with a video recorder or camera and a passing interest in graphics.

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